

**MORE THAN  
A VIDEO GAME!  
YOU MAKE THE DECISIONS!**

You are an Interplanetary Spy. Your mission is to travel to the first Space Olympics and protect the superathlete Andromeda. Gresh the evil master spy plans to kidnap her and sabotage the Olympics. You must make sure that Andromeda completes the Olympics alive!

To begin your mission, memorize your Interplanetary Spy ISBN number below.



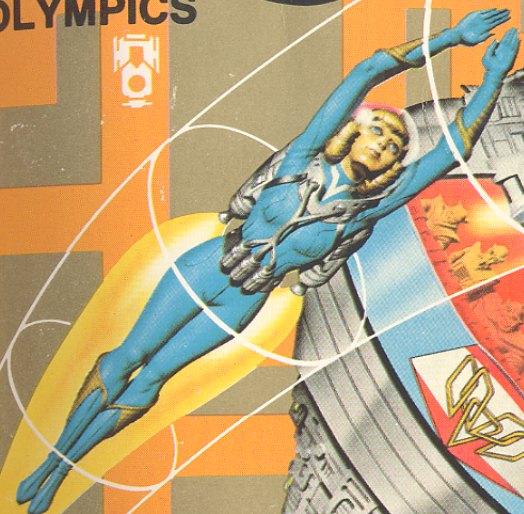
ISBN 0-553-23701-2

**YOU TRACK DOWN  
THE VILLAIN!**

# BE AN INTERPLANETARY SPY™

**SPACE  
OLYMPICS**

**4**



**OVER 25 SPACE GAMES**

Scanned by Underdogs for  
Home of the Underdogs  
<http://www.theunderdogs.org/>

Click on "Page x" to go directly to the destination page :)



**WANTED:**

Gresh, evil master spy.

**CRIME:**

Attack on the Planet Nez.

**WHEREABOUTS:**

Sector 6.

**YOUR MISSION:**

Guard the superathlete  
Andromeda from Gresh and  
his clone agents as she  
competes in the Olympics.

Bantam Books in the  
**Be An Interplanetary Spy Series**

**#1 FIND THE KIRILLIAN!**

by Seth McEvoy  
illustrated by Marc Hempel  
and Mark Wheatley

**#2 THE GALACTIC PIRATE**

by Seth McEvoy  
illustrated by Marc Hempel  
and Mark Wheatley

**#3 ROBOT WORLD**

by Seth McEvoy  
illustrated by Marc Hempel  
and Mark Wheatley

**#4 SPACE OLYMPICS**

by Ron Martinez  
illustrated by John Pierard  
and Tom Sutton

# **BE AN INTERPLANETARY SPY™**

**4**



## **SPACE OLYMPICS**

by Ron Martinez  
Illustrated by John Pierard  
and Tom Sutton

*A  
Byron Preiss  
Book*



**BANTAM BOOKS**

**TORONTO • NEW YORK • LONDON • SYDNEY**



To Anne Teshima

Ron Martinez is a free-lance writer who lives in Manhattan with his lovely wife, Anne Teshima. His work has appeared in *The Secret Life of Cats* and *Heavy Metal* magazine. He is currently completing a novel entitled *Great Alien Short Stories*.

John Pierard is a free-lance illustrator living in Manhattan. He is best known for his science fiction and fantasy illustrations for *Isaac Asimov's Science Fiction Magazine*, *Distant Stars*, and SPI games such as *Universe*. He was a contributing artist to *The Secret*, a Bantam Book.

Tom Sutton is a free-lance illustrator and cartoonist living in Massachusetts. His illustrations have appeared in *Fiction Illustrated*, *Weird Heroes*, and in numerous Marvel and DC comics. He has also designed media for in-school use.

RL 3, IL age 9 and up

SPACE OLYMPICS

A Bantam Book/August 1983

Special thanks to Judy Gitenstein, Laure Smith,  
Ron Buehl, Anne Greenberg, Lucy Salvino,  
Lisa Novak, Anne Burns and Seth McEvey.

Cover art by Rich Larson and Steve Fastner  
Cover and series design by Marc Hempel

Book mechanical production and additional design by  
Laure Smith

Typesetting by Graphic/Data Services

"Be An Interplanetary Spy" is a trademark of Byron  
Preiss Visual Publications, Inc.

All rights reserved.

Copyright ©1983 by Byron Preiss Visual Publications,  
Inc. This book may not be reproduced in whole or in  
part, by mimeograph or any other means, without  
written permission. For information address: Bantam  
Books, Inc.

ISBN 0-553-23701-2

Published simultaneously in the United States and Canada

Bantam Books are published by Bantam Books, Inc. Its trademark consisting of the words "Bantam Books" and the portrayal of a rooster, is Registered in U.S. Patent and Trademark Office and in other countries. Marca Registrada. Bantam Books, Inc., 666 Fifth Avenue, New York, New York 10103.

PRINTED IN THE UNITED STATES OF AMERICA

O

0 9 8 7 6 5 4 3 2 1

## Introduction

**You are an Interplanetary Spy. You are about to embark on a dangerous mission. On your mission you will face challenges that may result in your death.**

**You work for the Interplanetary Spy Center, a far-reaching organization devoted to stopping crime and terrorism in the galaxy. While you are on your mission, you will take your orders from the Interplanetary Spy Center. Follow your instructions carefully.**

**You will be traveling alone on your mission. If you are captured, the Interplanetary Spy Center will not be able to help you. Only your wits and your sharp spy skills will help you reach your goal. Be careful. Keep your eyes open at all times.**

**If you are ready to meet the challenge of being an Interplanetary Spy, turn to page 1.**



**TOP SECRET**

**You are traveling in your star-cruiser in Sector 6 when your priority alert button lights up. To receive information about your mission, enter your Interplanetary Spy ISBN number below.**

[illegible]

If you are not sure of your number, examine the back cover of this book. **Turn to page 2.**



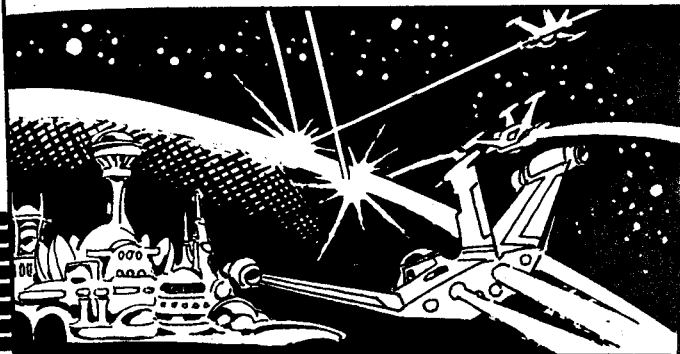
Your mission is to guard the superathlete Andromeda as she competes in the first Space Olympics—a great event open to all the civilized worlds in the galaxy. You must make sure that Andromeda finishes the Olympics alive.

Andromeda has been threatened by Gresh, evil master spy from the planet Sharn. To further his power, Gresh has tried to take over the world closest to Sharn: the peaceful home of Andromeda, the planet Nez.



**Go on to the next page.**

Gresh ordered an attack on Nez. But his starfighters could not break through its invisible force dome. For this criminal attack, Olympic officials voted to ban Gresh's planet from competing in the first Space Olympics.



In retaliation, Gresh and his squad of identical clone agents have embarked on a secret mission. Their destination: the site of the first Space Olympics. Their plan: kidnap Andromeda and sabotage the Olympics.



Gresh's clones wear special collars.  
Gresh does not.

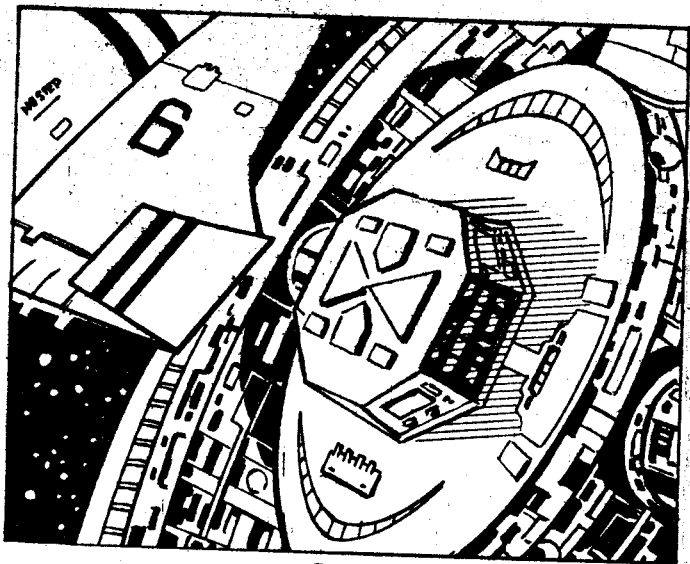
**Turn to page 4.**

4

You have entered the Koromi planetary system. You are now within range of the Olympic Orbiter, starting point of the first Space Olympics. You will receive more information about your mission after you have docked your starcruiser.



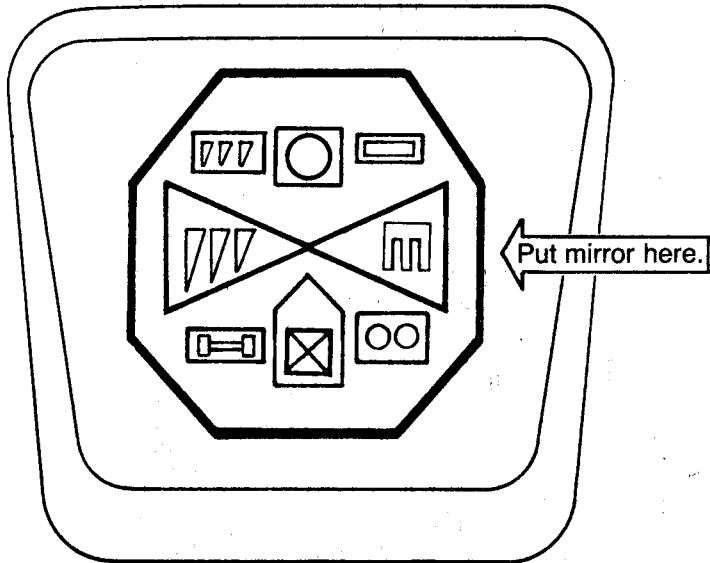
To land, match up your starcruiser's docking plate with that of the orbiter.



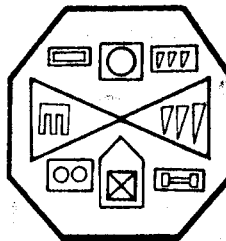
Go on to the next page.

5

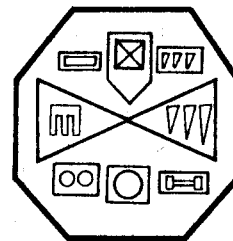
Your computer flashes a readout of the orbiter's docking plate. To get an exact fit, your cruiser's plate should be the reverse image of this design:



Which one of these is the reverse image? If you're not sure how your docking plate should look, hold the readout of the orbiter's plate up to your ship's mirror. The image you see will be the correct design.



Is this the correct design?  
Turn to page 11.



Is this the correct design?  
Turn to page 15.



An Olympic official approaches you.



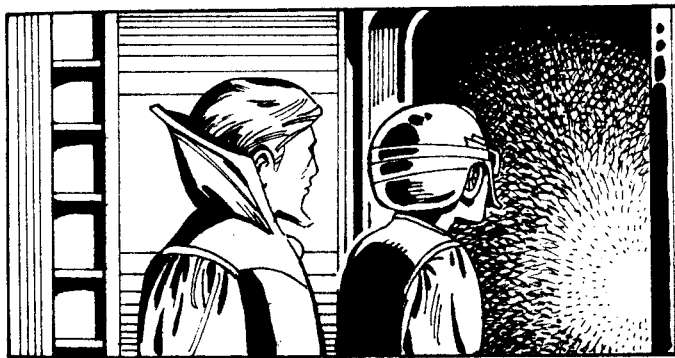
"Sorry, athlete," he says. "It looks like the competition may be too difficult for you. We think it's best that you return to your home world and train hard for the next Olympics. Better luck next time!"

*The End*

You entered the correct field. You board the Olympic Orbiter. At the entrance portal, you are greeted by the director of the Olympics.

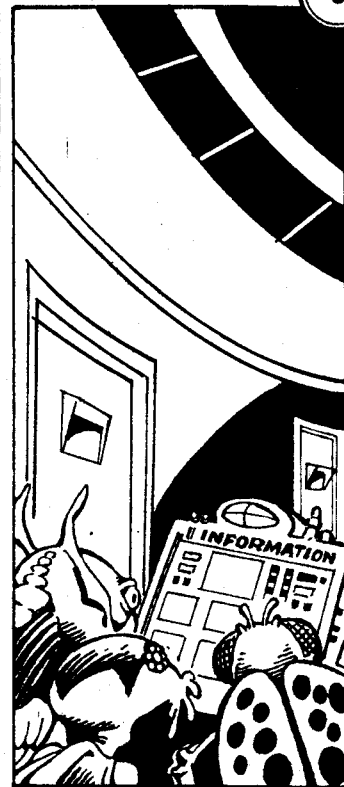
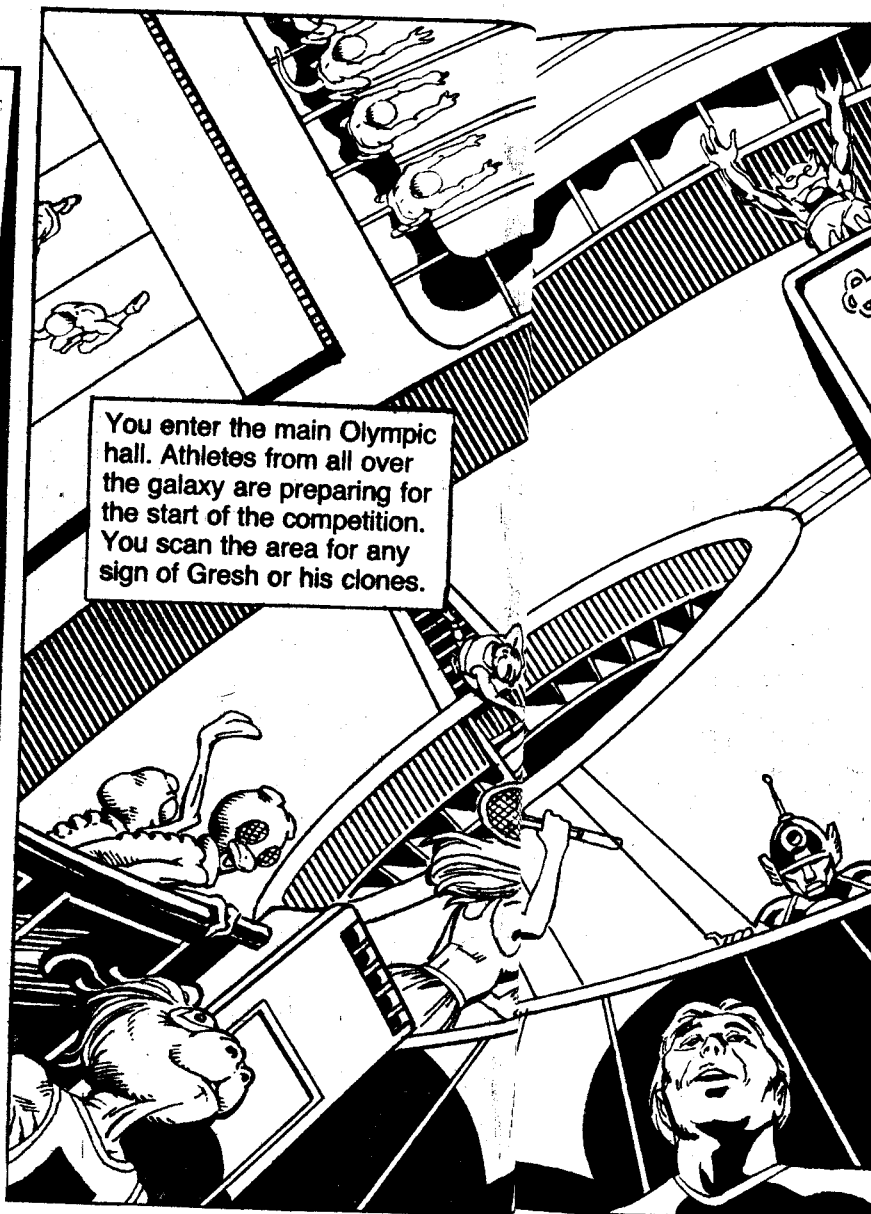


"Welcome, Tigerstar," he says. "As Olympic director, I have been secretly informed of your mission by Spy Center. I must warn you that a person fitting Gresh's description has already been spotted. It could be Gresh or one of his clones."



The director guides you to the main Olympic hall. "We have not told Andromeda of the threat against her," he says. "Nothing can be allowed to ruin any athlete's concentration on the games! You must protect Andromeda from Gresh without her knowing it."

**Turn to page 8.**



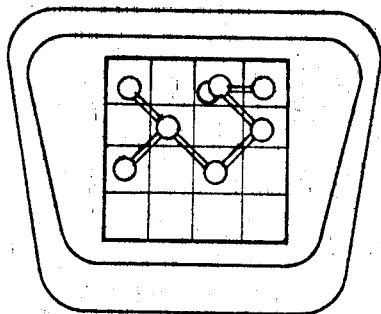
An announcement echoes through the main hall: "All athletes please report to the special training areas. Check the Olympic data panels for your appropriate area."

It's time to find Andromeda!

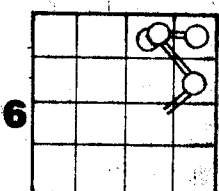
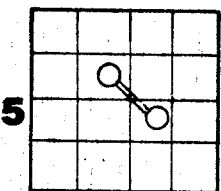
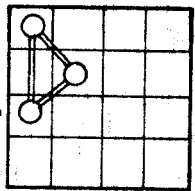
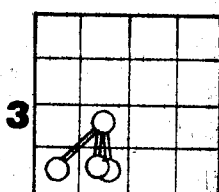
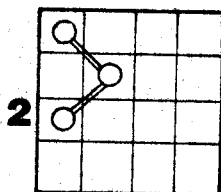
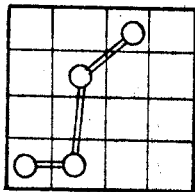
**Turn to page 10.**

You check the nearest data panel and discover that each special training area is supplied with a different type of air. You and Andromeda breathe the same type of air, so you will both be reporting to the same training area.

This is a model of the type of air you and Andromeda can breathe:



To enter the correct special training area, select three of the six grids below. When they are put together, they should represent the type of air you and Andromeda can breathe. Their numbers will tell you which training area to report to.



**2-5-6?**

**Turn to page 21.**

**3-4-5?**

**Turn to page 16.**

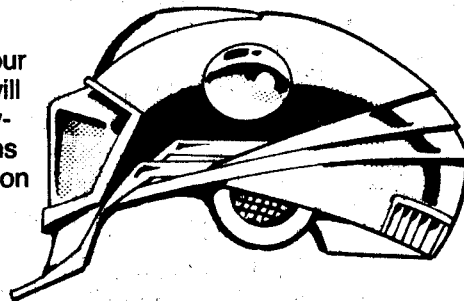
Good. Your docking plate fits the orbiter's perfectly. While you wait for the entrance tubes to be attached to your cruiser, you receive additional information from Spy Center.

To protect Andromeda, you will be disguised as an Olympic athlete from the planet Frexia. Your code name is:

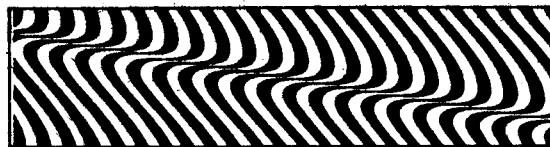


For protection from alien disease, Frexians often wear helmets in their travels. Your helmet has been specially designed by Spy Center to help you on your mission.

It will serve as your disguise, and it will also record everything that happens during your mission for Spy Center's data files.



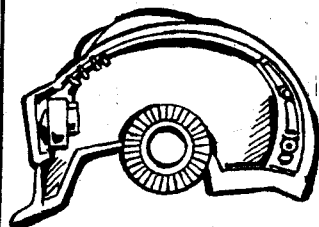
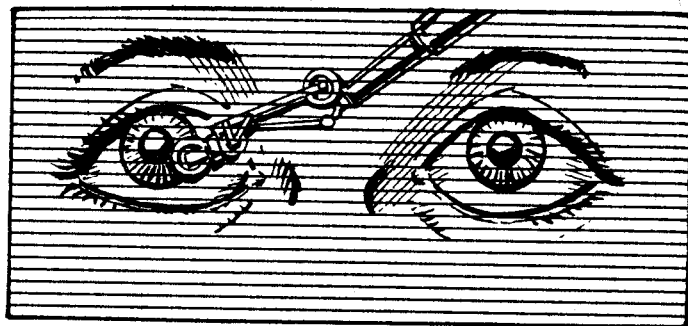
Focus your eyes on this scanner to activate the recorder. Then go on to the next page to find out about your helmet's secret feature.



**Go on to the next page.**

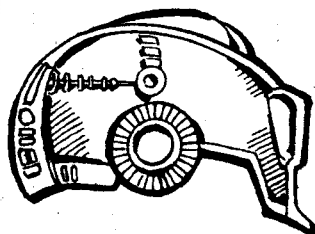


Your eye color will determine the secret feature of your helmet.



If you have brown or blue eyes . . .

You can safely use the X-ray Scope. It will allow you to see through walls up to six inches thick. It will work only once.



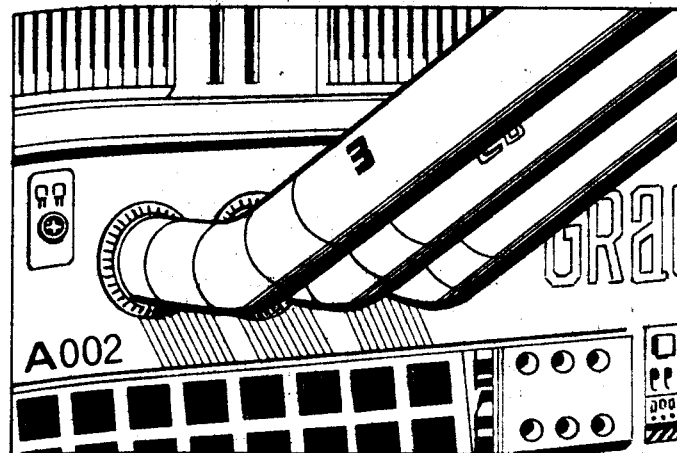
If your eyes are hazel, green, or any other color . . .

You can use the ESP Boost. It will allow you to see up to one minute into your own future. It will work only once.

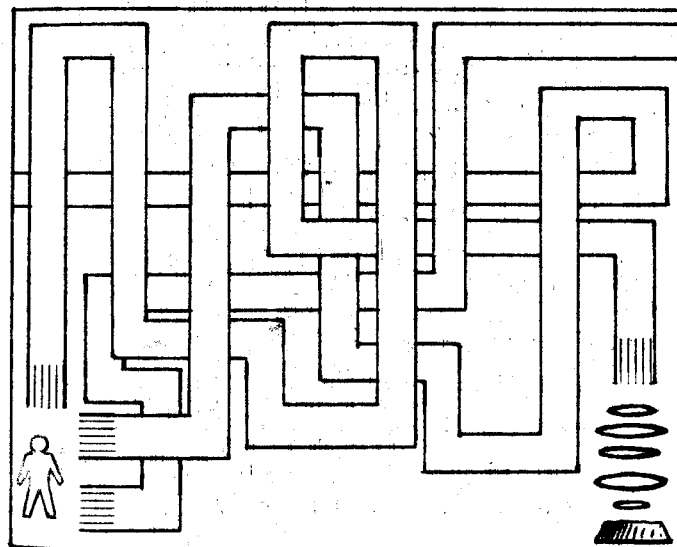
Determine the feature that you can use safely and prepare to board the Olympic Orbiter.

**Go on to the next page.**

To board the Olympic Orbiter, you must go through one of the entrance tubes attached to your cruiser.



Use the tube that leads to the Olympic Orbiter's gravity platform.

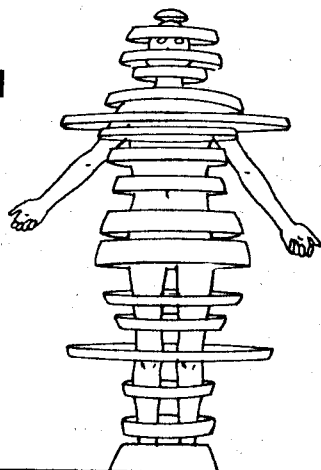


**You can go under a tube.**

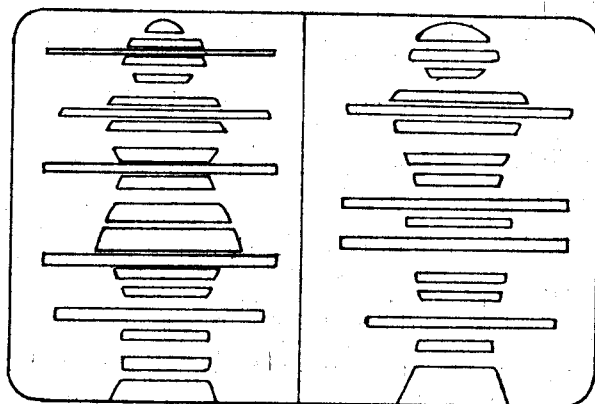
**Turn to page 14.**

Good! You are now on the orbiter's gravity platform. Here you can get an artificial gravity field that will allow you to move about freely in the orbiter. The orbiter has a weightless environment.

## BIO-SCAN



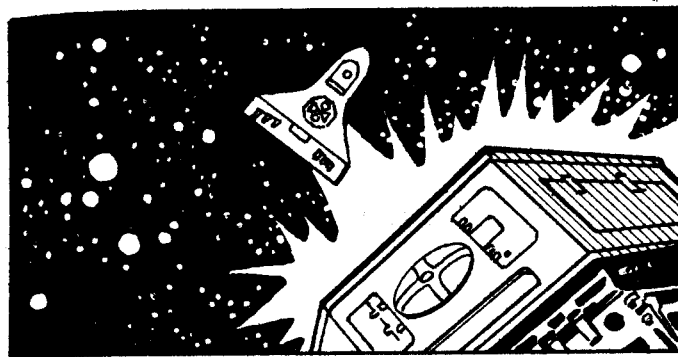
This is a bio-scan of a human gravity field. Only one of the artificial fields in the readout below contains a human field within it. Step through the field which contains the human field and then board the Olympic Orbiter.



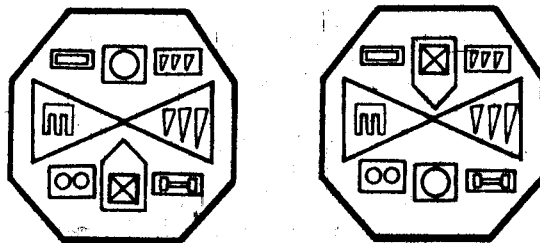
Turn to page 7.

Turn to page 60.

You've selected the wrong plate! Your ship is rejected for landing!



You have just a few seconds to adjust your docking plate before you pass out of reach of the orbiter.



Is this correct?  
Turn to page 11.

Is this correct?  
Turn to page 40.

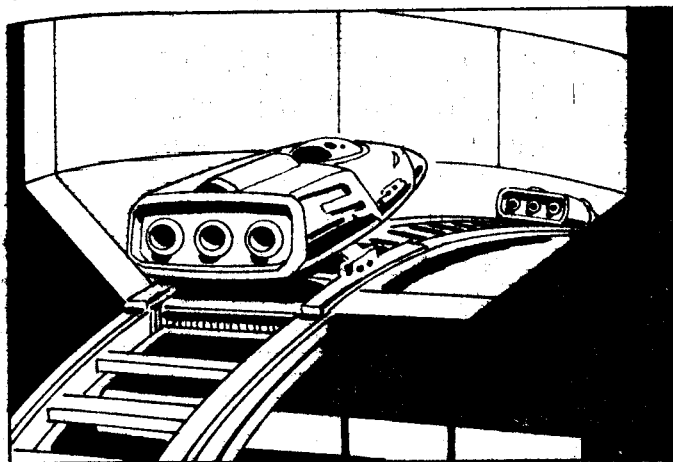
You enter the special training area 3-4-5. The air in here is **0-47!** It will support life, but not like yours! How long can you hold your breath?



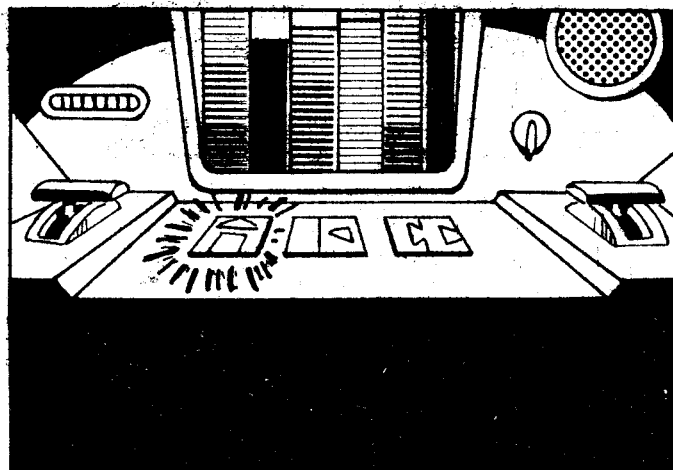
You'd better get to the other training area, and fast!

**Turn to page 21.**

The mendelum energy triangle is locked in. It's a good fit! You maneuver your sled to the launching chute.



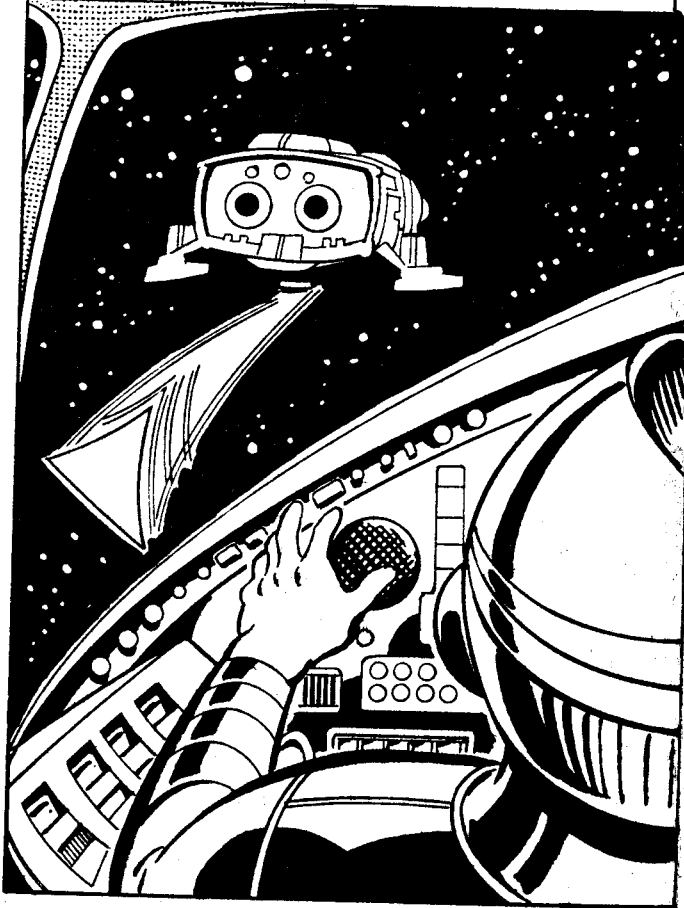
Andromeda's sled is already speeding toward the chute. Your sled's power is at maximum. Press the launch button.



**Turn to page 18.**



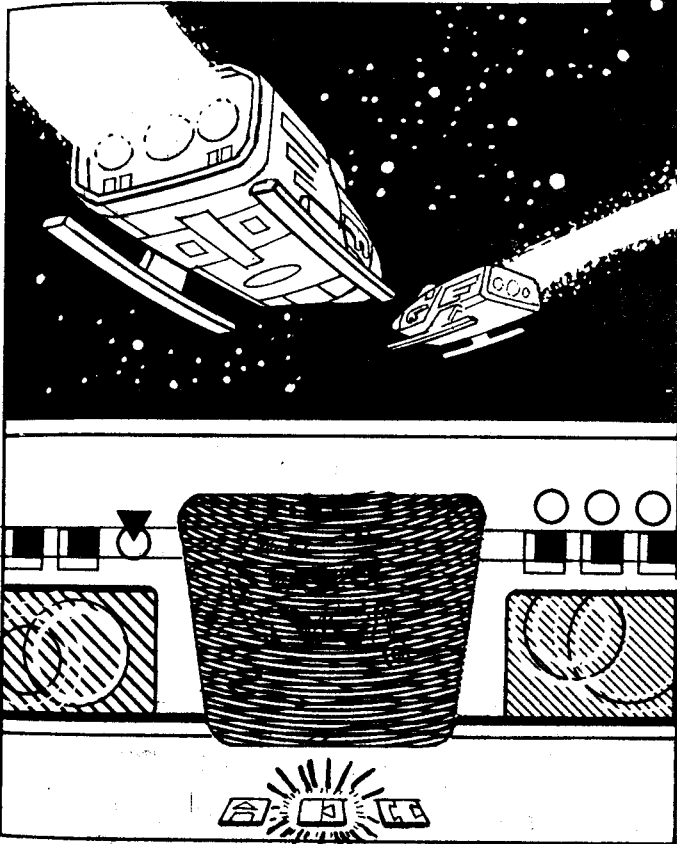
Your sled soars through Zet's atmosphere. It's a perfect launch! You're right on course for Vecto.



Through the viewport you spot Andromeda. She's way ahead of you and moving fast. To lighten her sled and pick up speed, she ejects her burned-out energy triangle.

**Go on to the next page.**

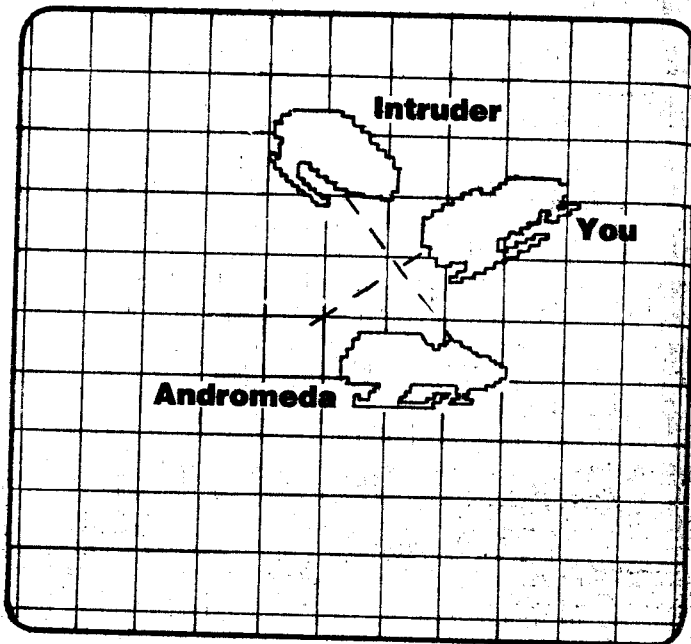
You're about to eject your own energy triangle when you see a third sled. It's heading straight for Andromeda! She swerves off course to get out of the way, but in a matter of seconds, the third sled will smash into her.



You switch on your communicator, but the third sled doesn't respond to your call.

**Go on to the next page.**

There's not enough time to warn Andromeda, but you have an idea: If you can eject your energy triangle into the intruder's path, it may knock his sled away from Andromeda. The computer will tell you when to do it.



Press the only button you haven't used yet. (If you're not sure which buttons you have already used, check page 17 and page 19.) **Eject now!**



Turn to  
page  
96.

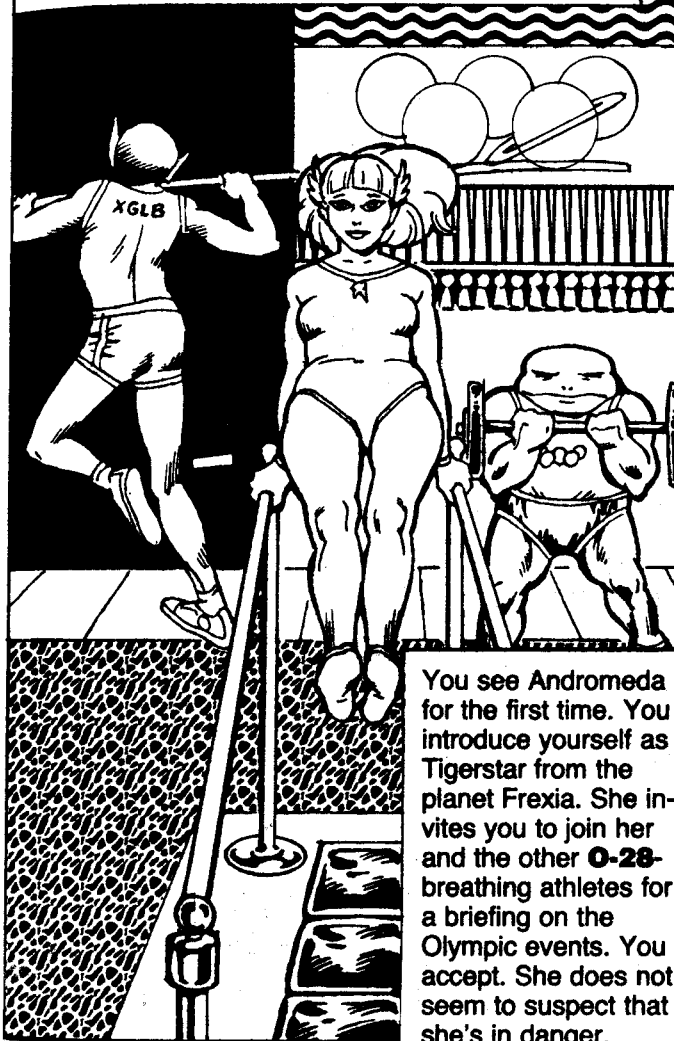


Turn to  
page  
40.



Turn to  
page  
28.

You enter special training area 2-5-6. Good! The air in here is **0-28**. It's a little thin, but you can breathe it.



You see Andromeda for the first time. You introduce yourself as Tigerstar from the planet Frexia. She invites you to join her and the other **0-28**-breathing athletes for a briefing on the Olympic events. You accept. She does not seem to suspect that she's in danger.

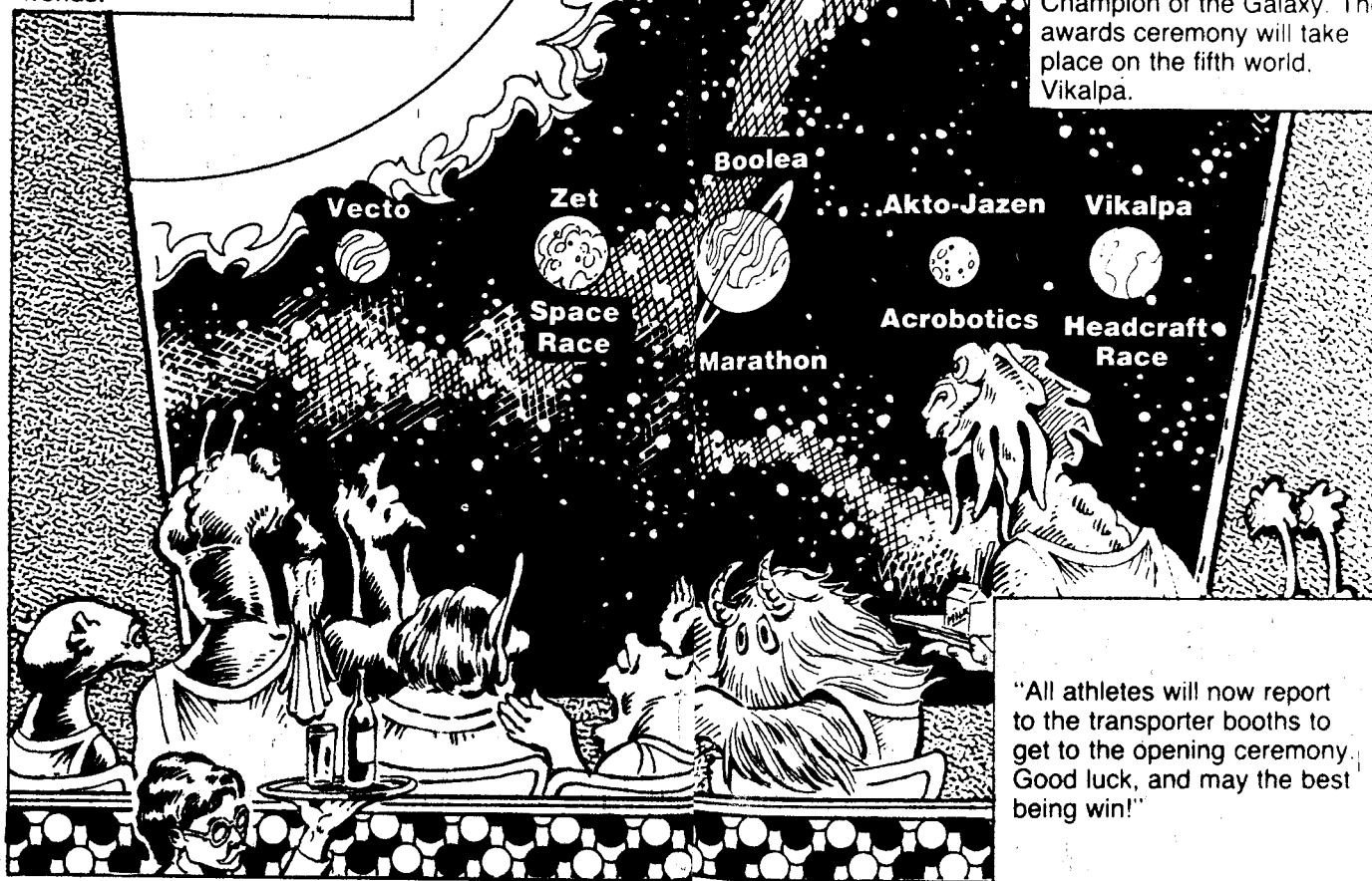
**Turn to page 22.**

In the briefing room you and dozens of other **O-28**-breathing athletes hear the first Olympic report:

"Greetings, athletes of the galaxy, and welcome to the first Space Olympics! You have all proven yourselves in individual trials on your home worlds.

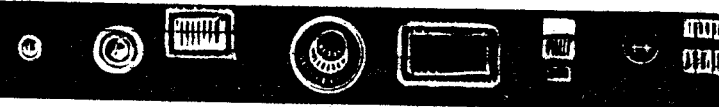
"The Olympics are taking place on and around the five planets of the Koromi Planetary System. Successful completion of each event will lead you directly to the next one.

"The first athlete to complete the course will earn the title Champion of the Galaxy. The awards ceremony will take place on the fifth world, Vikalpā.

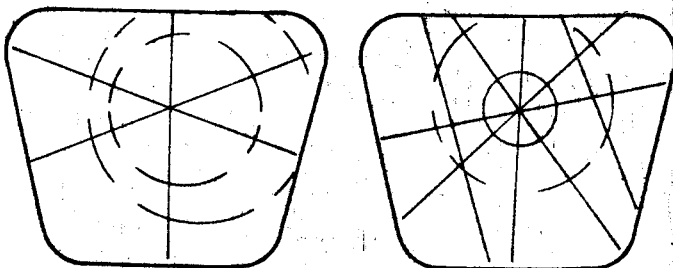


"All athletes will now report to the transporter booths to get to the opening ceremony. Good luck, and may the best being win!"

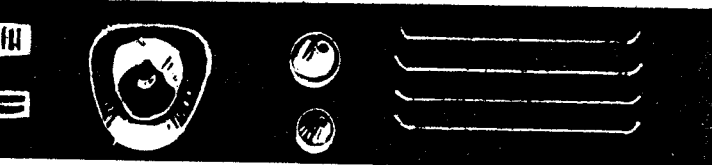
To witness the lighting of the Olympic Flame at the opening ceremony, you must beam down to the planet Zet.



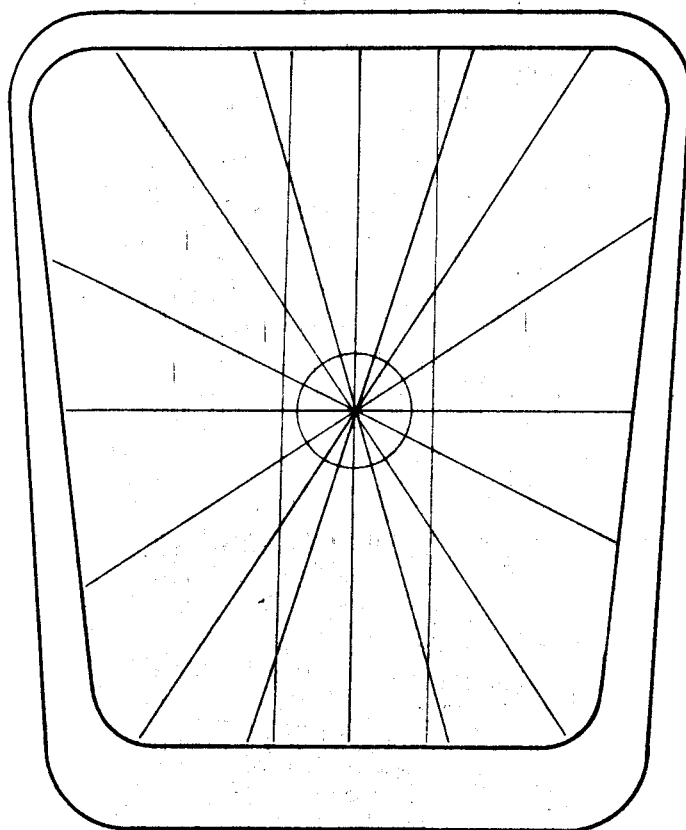
The transporter targets your exact beam-down location on the planet's surface.



When all of the transporter's target lines are perfectly straight, you will have three seconds to beam down.



**Go on to the next page.**

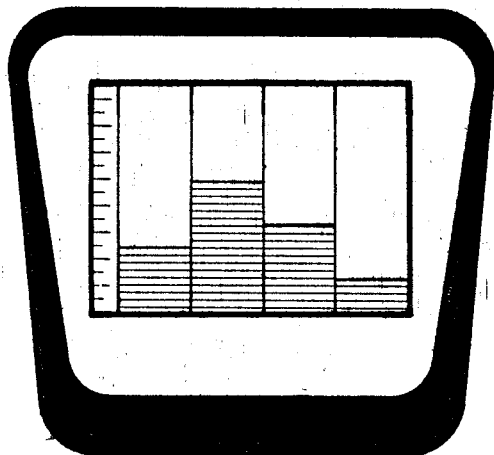


Are all of the target lines straight?  
The circle is not a target line.

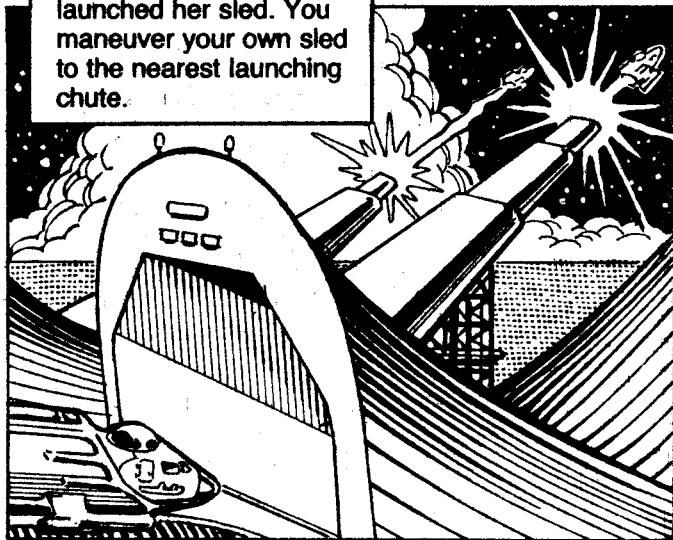
**No? Turn to page 6.**

**Yes? Turn to page 34.**

The energy triangle is locked in, but you selected the wrong mounting panel! The power levels are dangerously low, and there's no time to switch panels.

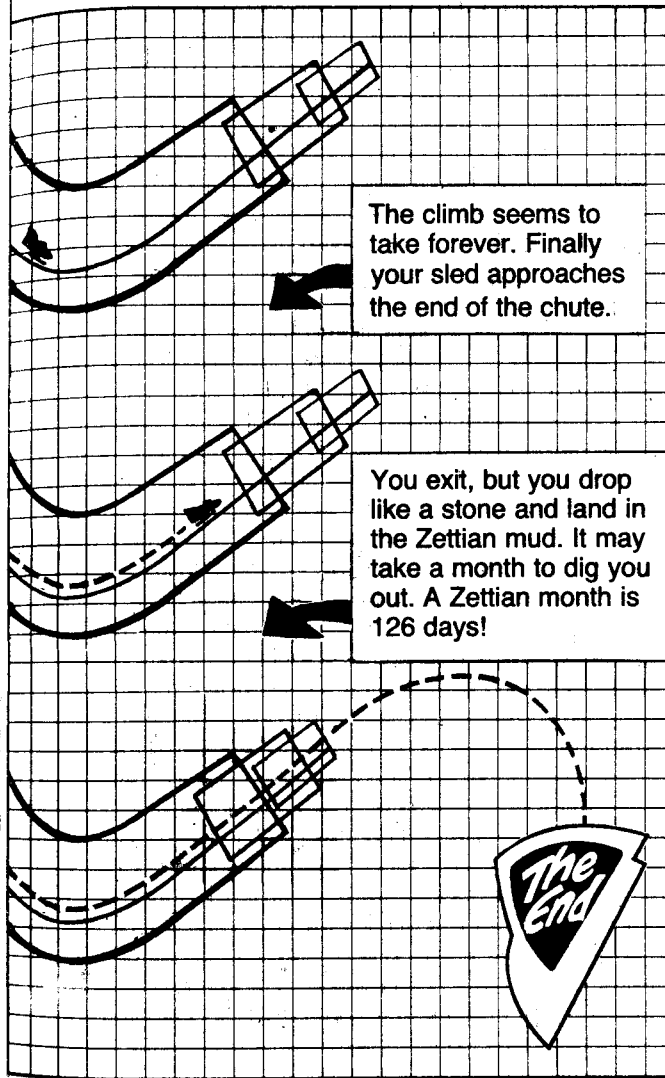


Andromeda has already launched her sled. You maneuver your own sled to the nearest launching chute.



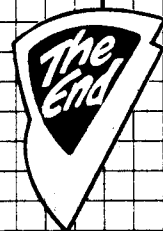
**Go on to the next page.**

Your sled travels up the launching chute.



The climb seems to take forever. Finally your sled approaches the end of the chute.

You exit, but you drop like a stone and land in the Zettian mud. It may take a month to dig you out. A Zettian month is 126 days!





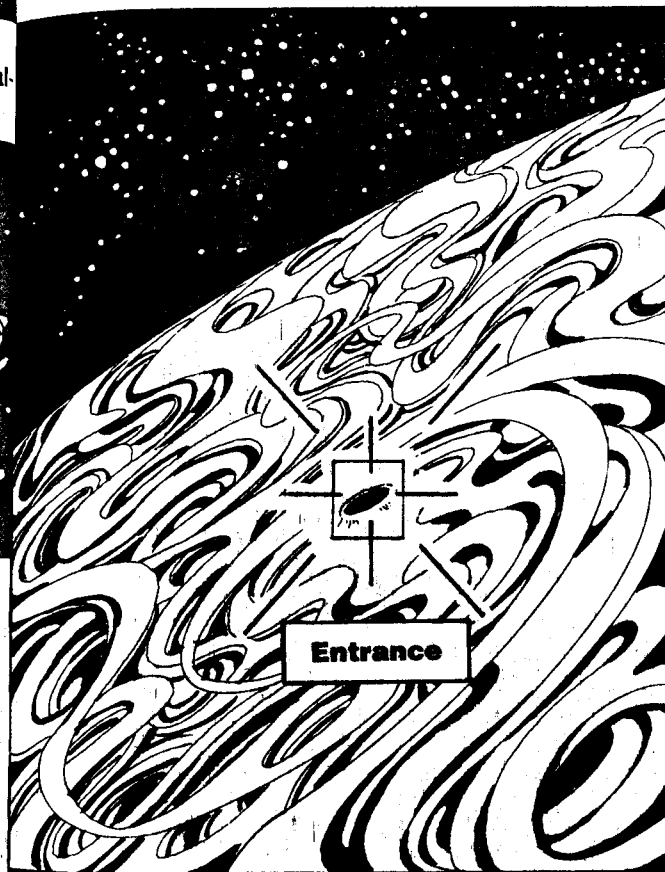
It worked!

Your energy triangle knocks the third sled aside. Andromeda is safe, and now the intruder is signaling you. You see him on your ship's viewscreen.



It's one of Gresh's clone agents! "You're no athlete," he says. "You're not competing with Andromeda. You're protecting her! We'll soon find out who you really are!" Then he speeds away into the darkness.

You'd like to follow him, but there's no time. You must help Andromeda. Her sled has just entered the Sky Tunnel: a twisting, high-speed course cut through the thick atmosphere of the planet Vecto.

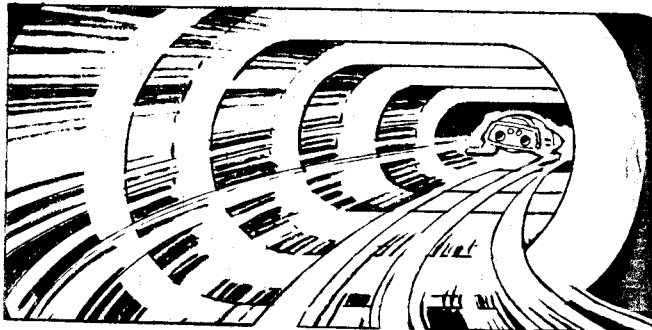


You pilot your sled to the tunnel entrance and dive in after Andromeda. She's still trying to keep her sled on course!

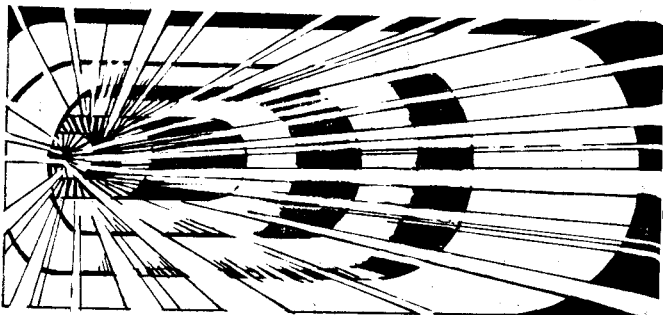
**Go on to the next page**

**Go on to the next page.**

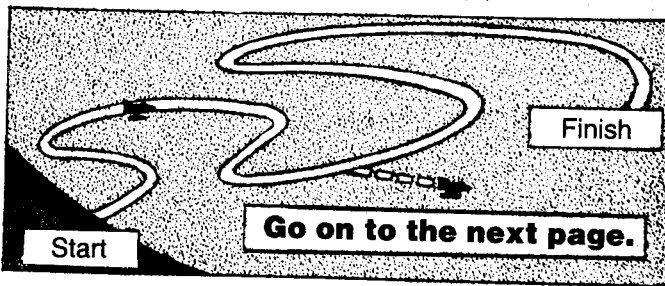
You can see Andromeda up ahead, struggling to keep her sled from hitting the tunnel wall. You increase your speed to keep up with her.



But her sled veers around a tight curve and disappears!



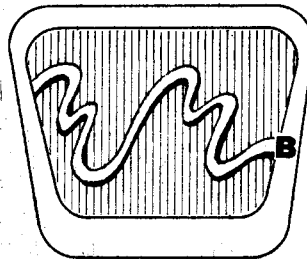
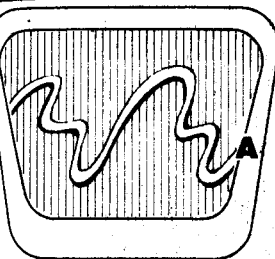
Your communicator receives her distress call. "This is Andromeda of the planet Nez. I need help! I was forced off course, and now my sled is out of the tunnel. I'm lost in these clouds. Here's a readout of my position."



You radio Andromeda. "This is Tigerstar. Prepare for interception. I'll lead you back to the Sky Tunnel."



"I read you," Andromeda replies. "Here's a readout of the pattern I've been following since my sled left the tunnel."



Staying at the same speed, you program your sled to intercept Andromeda in twenty seconds. If she continues to follow the pattern at the same speed, where will she be in twenty seconds?

**A? Turn to page 52.**

**B? Turn to page 44.**



You run to the right, but there's no passageway here. The statue has you cornered.



You tilted the sail up! The laser heat becomes so intense that it burns right through the sail.

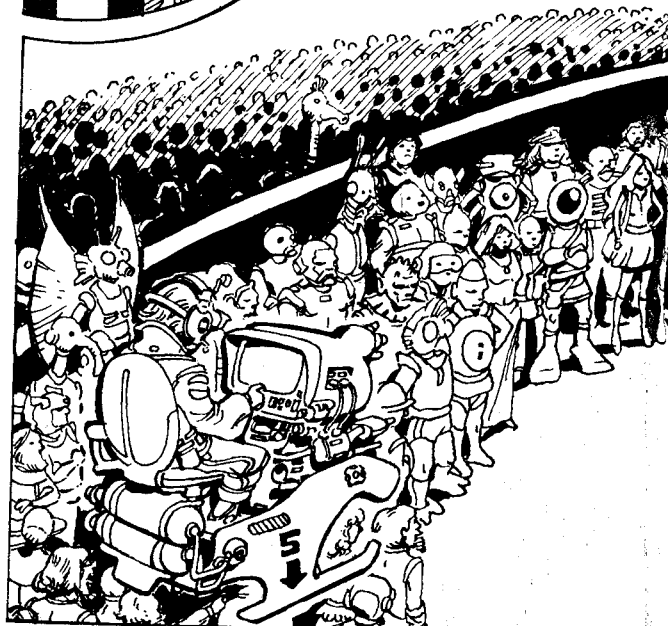


Your craft is wrecked! You're about to become Interplanetary Toast!





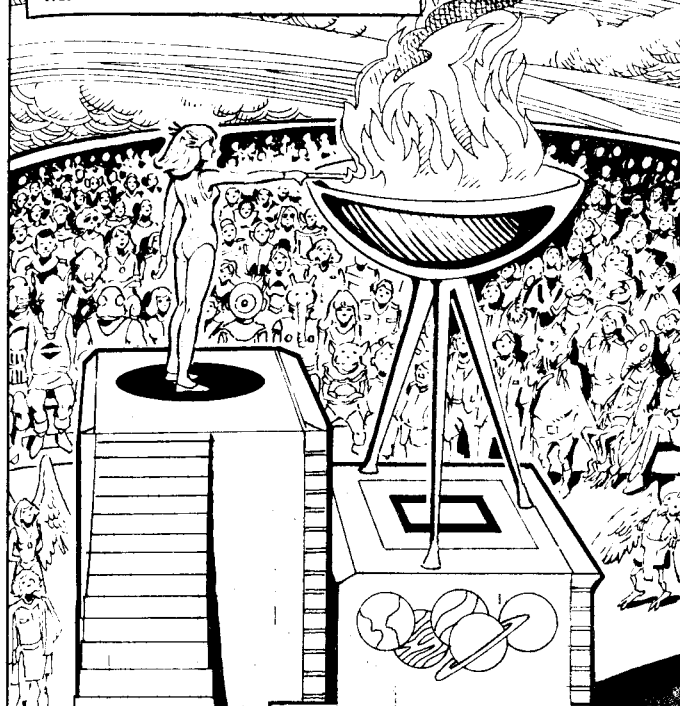
All of the target lines are straight. The transporter beam you down to Zet!



A crowd of delegates and spectators from all the civilized worlds in the galaxy cheers for the athletes. Roving cameranauts zoom in for a better view.



As the whole galaxy watches, Andromeda lights the Olympic flame.

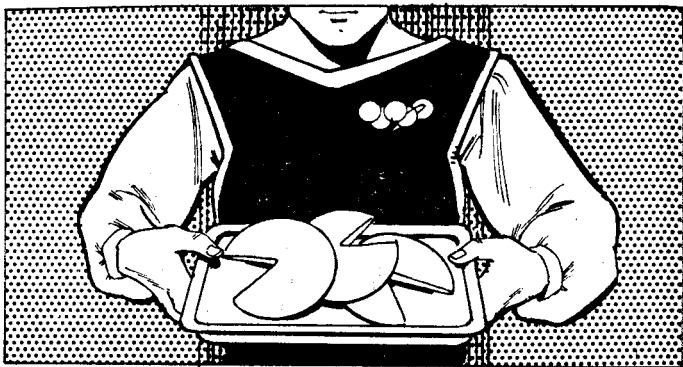


You scan the crowd for a sign of Gresh or his clone agents. They may be lurking in the crowd now, but it's hard to tell. Gresh could show up and attack at any moment!

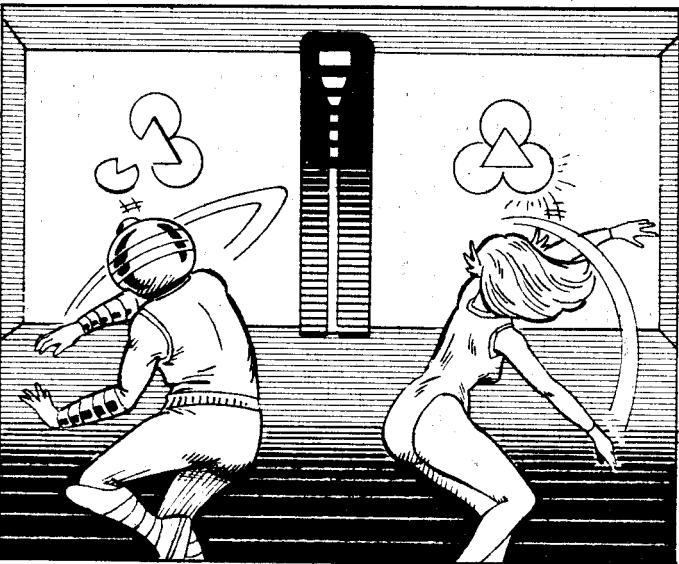


**The first Olympic event is about to get started. Turn to page 36.**

It's time for the first event: the space race. An Olympic official gives each athlete three ion discs. You take your discs and follow Andromeda to the throwing field.

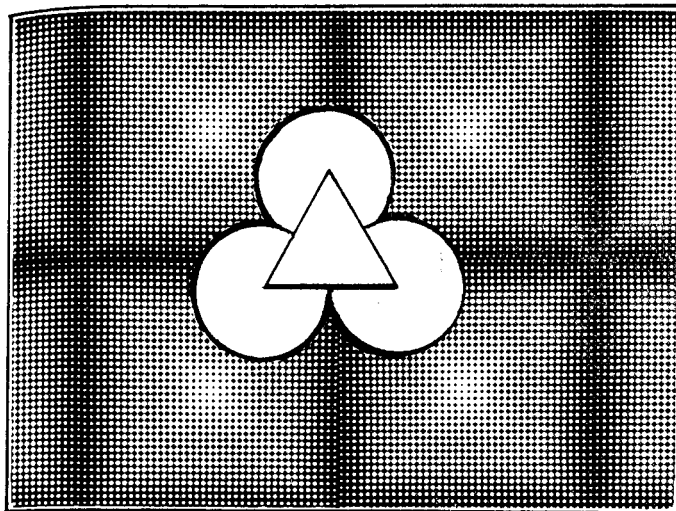


The official gives the starting signal. You watch Andromeda throw her ion discs at a wall made of mendelum 87-A, a powerful fuel. The discs cut into the surface of the wall! You throw yours the same way.

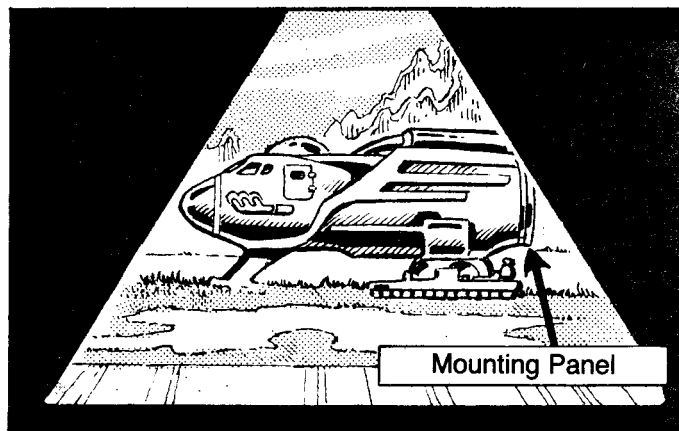


**Go on to the next page.**

The discs burn right through the wall, creating a mendelum energy triangle.



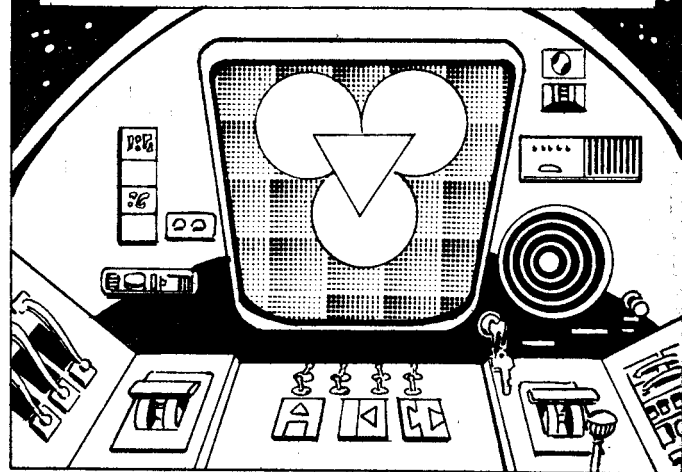
The mendelum energy triangle will be used to power your space sled. The sled is a fast and highly maneuverable craft. It will take you to the second planet, Vecto.



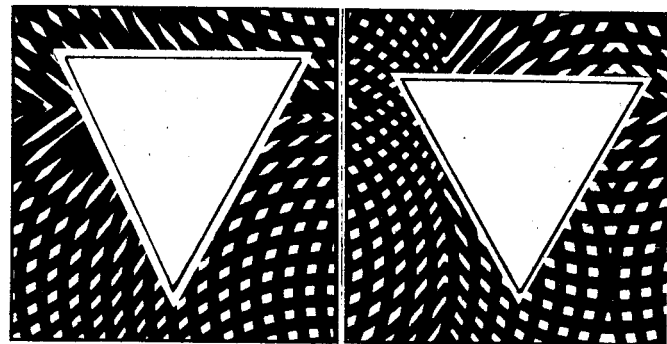
But first you must correctly attach the mendelum energy triangle to its mounting panel.

**Go on to the next page.**

You jump into your sled. On the sled's console, you get a readout of the exact shape of your mendelum energy triangle.



To correctly use the energy triangle to power your sled, you must activate the mounting panel that has the same shape as the energy triangle.



**Is this the correct mounting panel?**

**Turn to page 26.**

**Is this the correct mounting panel?**

**Turn to page 17.**

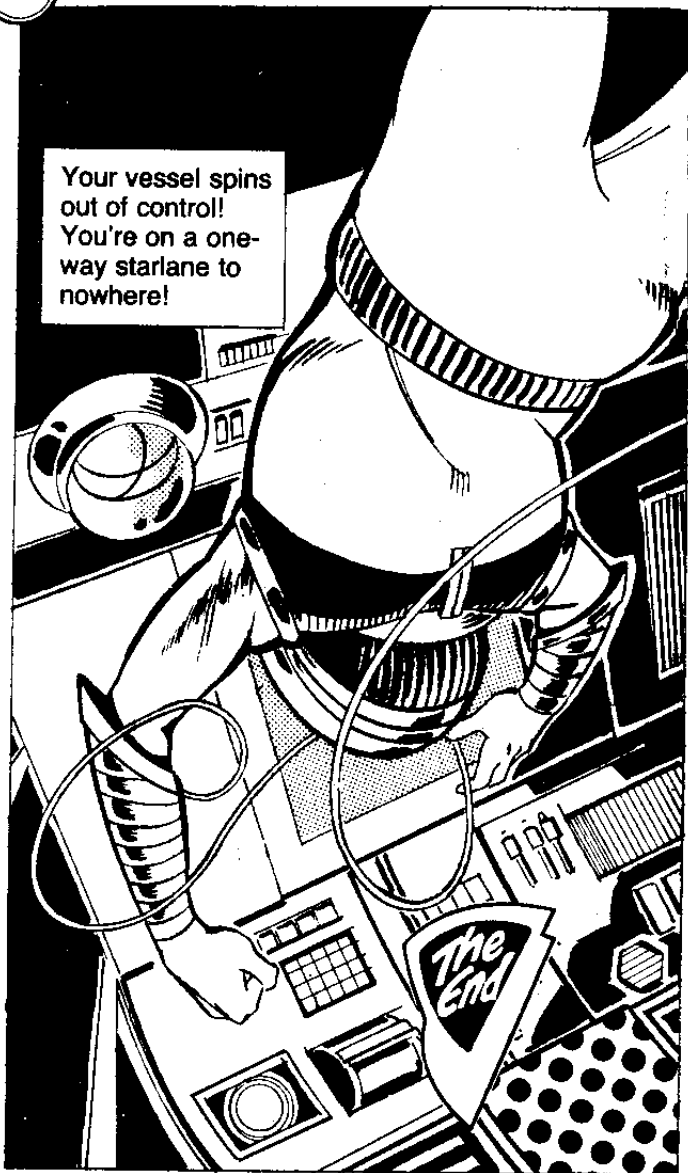
You try jamming the laser rods into the crystal, but they won't fit. You try to pull the crystal out so you can use the other one, but now it's stuck!



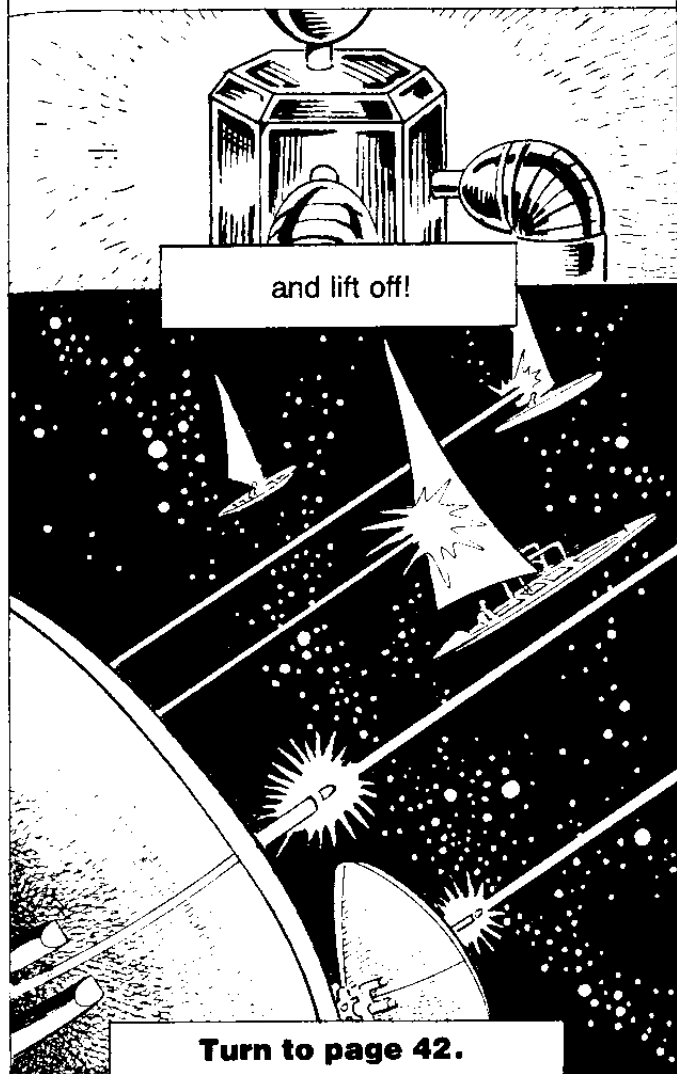
**Turn to page 6.**



Your vessel spins  
out of control!  
You're on a one-  
way starlane to  
nowhere!

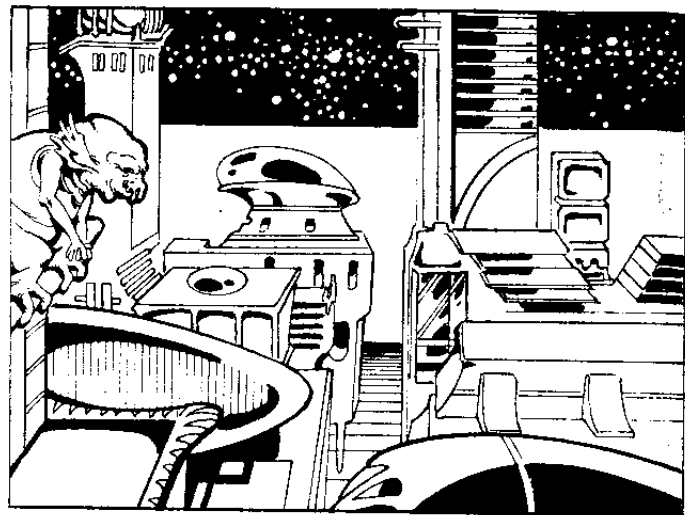


It's a perfect fit! The beryllium crystal glows with power. You hop into your craft beside Andromeda—



**Turn to page 42.**

You're on course for the third planet, Boolea, a world whose population died out thousands of years ago. On Boolea you will run the Olympic marathon. It will take place in a great city the Booleans once lived in.

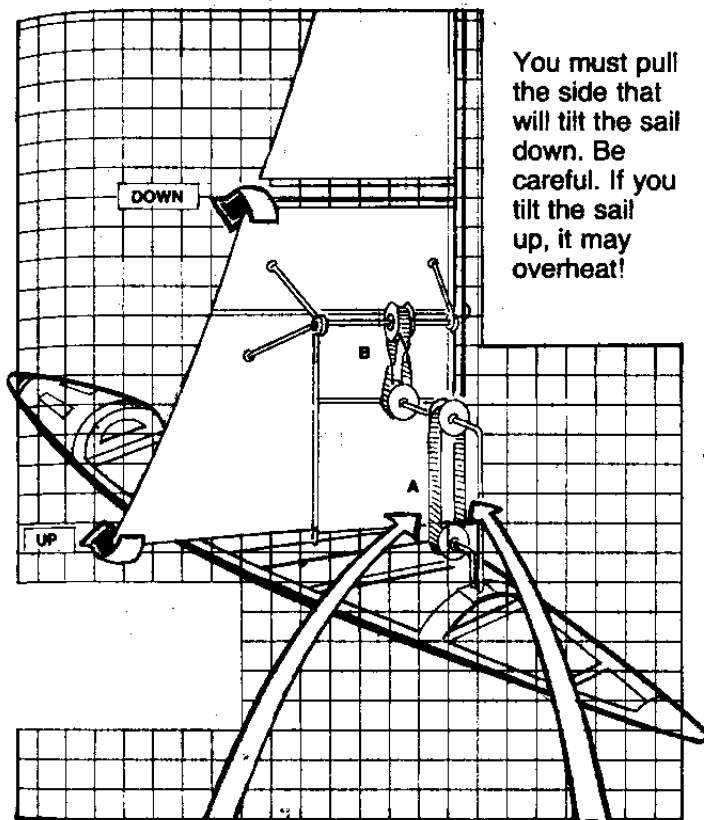


As you fly, Andromeda turns to you and says, "I have an idea, Tigerstar. If we tilt the laser sail down, I calculate that we can increase our speed by 50 percent. The first athletes to get to Boolea are put at the front of the marathon!"



**Go on to the next page.**

The laser sail is connected to a system of pulleys and belts. If you pull one side of the main belt down, the sail will tilt down. If you pull the other side down, the sail will tilt up.



**Do you pull  
this side down?**

**Turn to page 69.**

**Do you pull  
this side down?**

**Turn to page 33.**

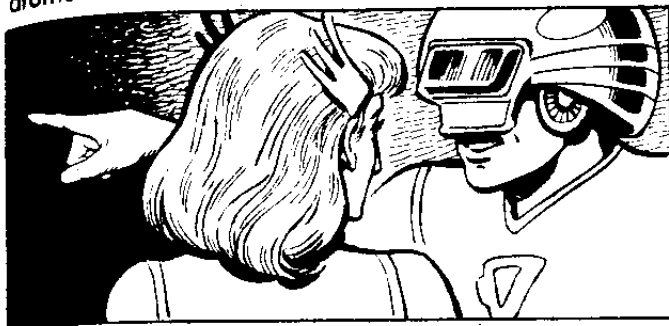
You pilot your sled away from the tunnel and into the atmosphere of Vecto. You're miles from Andromeda!



Suddenly you break through the clouds! Completely lost, you hurtle through the blackness of space!

**Turn to page 96.**

You chose the left path. Good! You saw that the course markers to the right looked different from the ones you had been following. You tell Andromeda to continue without you.

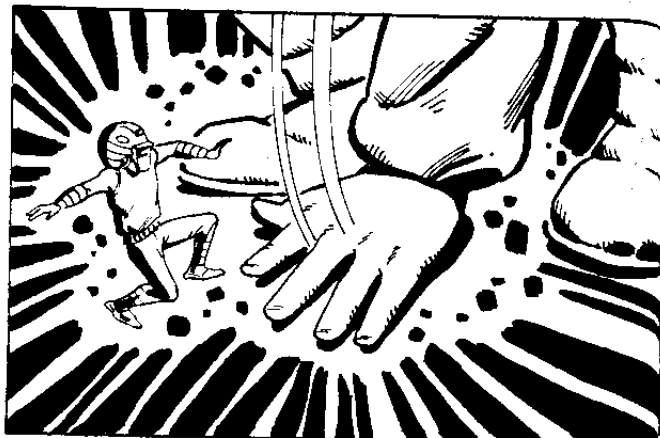


You stay behind to pry up the fake markers so that the other athletes can continue the race safely. As you do, a Boolean statue starts to move. It's coming straight at you!

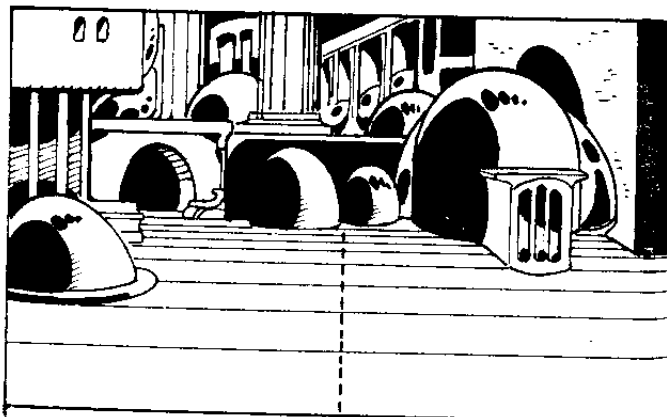


**Turn to page 46.**

The statue tries to grab you, but you leap to one side and start to run. The statue chases you down a side street and attacks again.



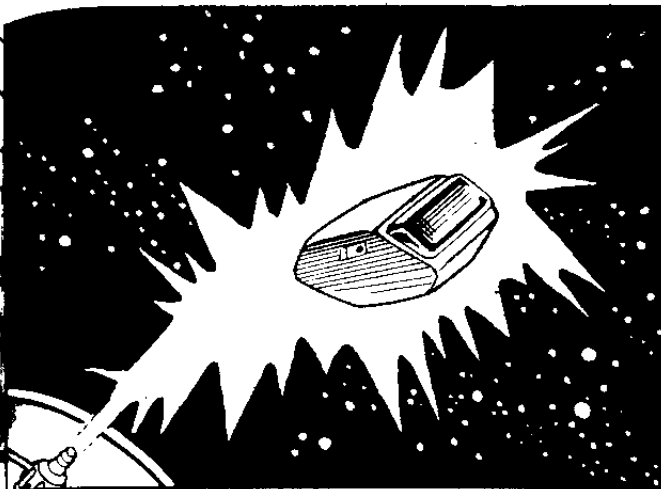
It looks like you're running into a dead end! You search quickly for a passageway through the buildings. You see doorways, but only a tunnel will help you safely escape. Which way do you go?



**To the left?**  
**Turn to page 77.**

**To the right?**  
**Turn to page 32.**

You piloted your headcraft straight into a tractor beam!



You try to fight the tractor beam, but it's too strong. It pulls your headcraft down. The clones have prepared a little party. It will be your last!



It's a perfect fit!  
You prepare for the  
short flight to Akto-  
Jazen. The acrobot's  
thrusters roar,  
and you lift off!

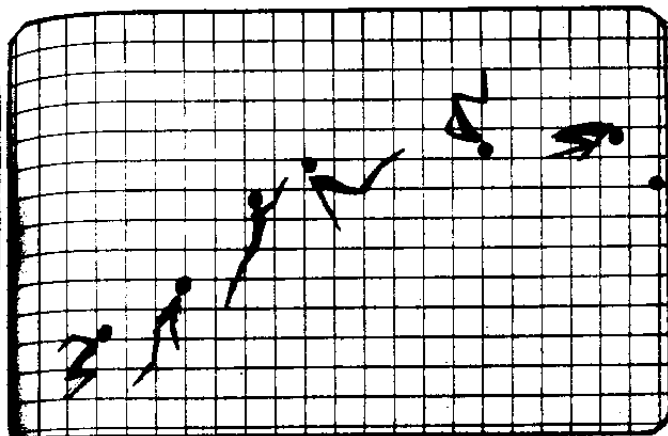


You pilot your acrobot to  
Akto-Jazen to join the other  
athletes.

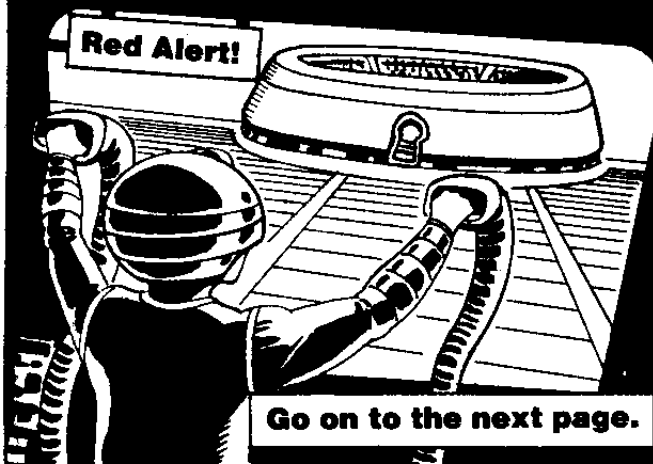


**Go on to the next page**

You must reach the Olympic Stadium on Akto-Jazen. Above the stadium, each athlete must move his or her acrobot through a series of leaps, turns, and rolls.

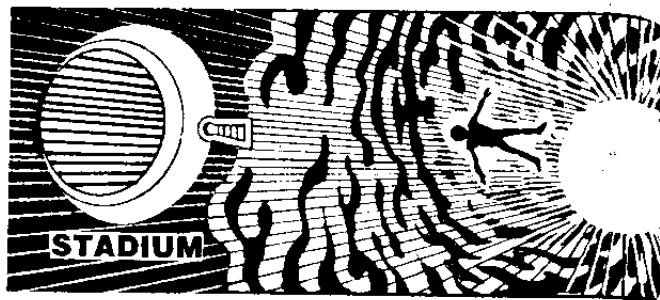


You descend into the atmosphere of Akto-Jazen. You see the Olympic Stadium below. You are preparing to join the competition when a warning light flashes.

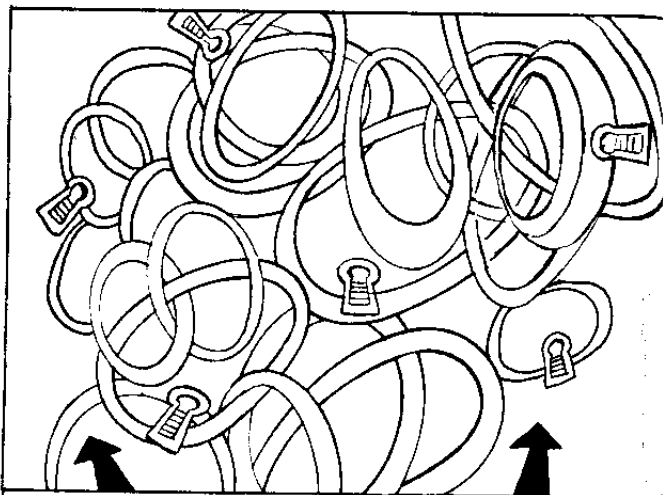


**Go on to the next page.**

Some kind of vortex is approaching! It's like an ultra-high-force tornado moving toward the Olympic Stadium! But there has never been a vortex on Akto-Jazen before. The vortex must have been generated by Gresh!



You try to fly around it, but the vortex is scrambling your computer readout. You must warn Andromeda! Find the Olympic Stadium in the scrambled readout, and fly your acrobot toward it.



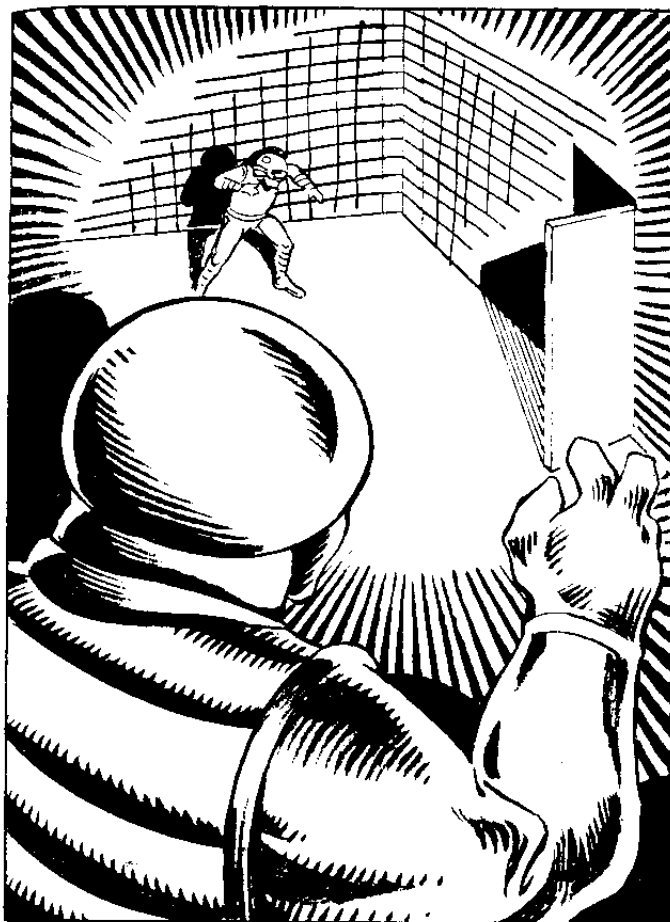
**Is the stadium on the left?**

**Turn to page 73.**

**Is the stadium on the right?**

**Turn to page 62.**

You think you see an old Boolean fountain, but what would that have to do with the humming noise? Act quickly! The statue is coming!



You get ready to dodge it when a door swings open in front of you.

**Turn to page 60.**

You cut through the Sky Tunnel's wall and pilot your sled through the foggy atmosphere.

Your calculations were correct! Your sled intercepts Andromeda's.

You lead Andromeda back to the Sky Tunnel, but you let her pass in front of you and arrive first at the Olympic lasercraft dock. At the finish line, a crowd cheers. Andromeda asks if you knew which athlete's sled had gone out of control. You tell her not to worry about it and hurry to get your transportation to the second event.

**Go on to the next page.**

You run to the other side of the Olympic lasercraft dock. The dock is anchored in space above the planet Vecto.

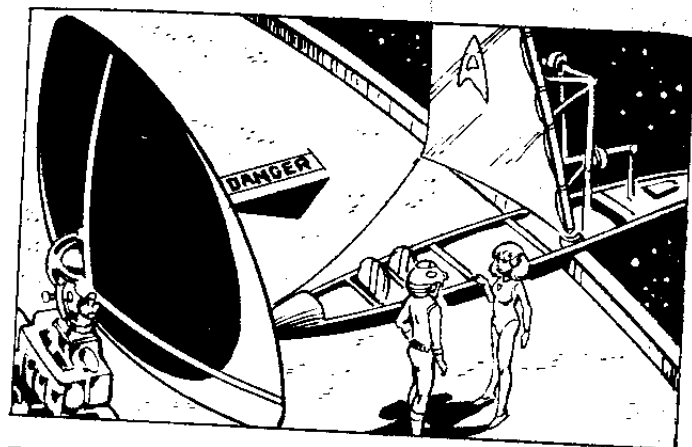


Here you and a partner will activate a lasercraft to get to the next event. The lasercraft is a lightweight sailing vessel powered by a beryllium laser. Your destination: the third planet, Boolea.

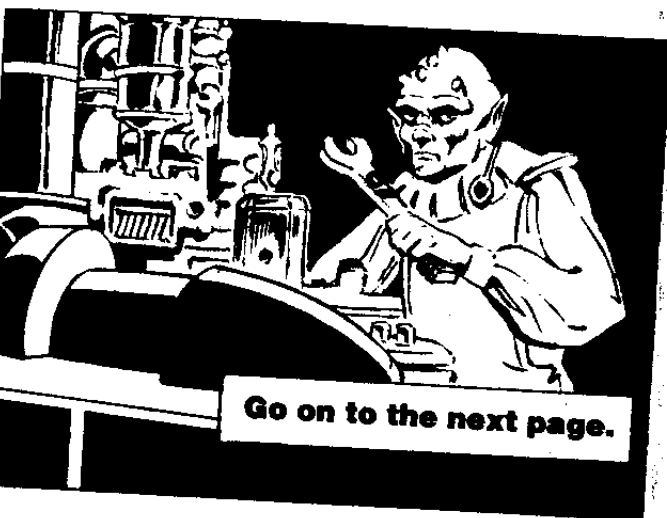
**Turn to page 54.**



In appreciation for your help, Andromeda offers to be your partner. "I'll navigate," she says. "You can activate the laser."



The crowd has moved to the far end of the dock where other athletes are already launching their lasercraft. Alone, you hurry to the laser controls and come face to face with one of Gresh's clone agents!



**Go on to the next page.**

The clone links his fingers together near his collar. He seems to be making a special hand signal.

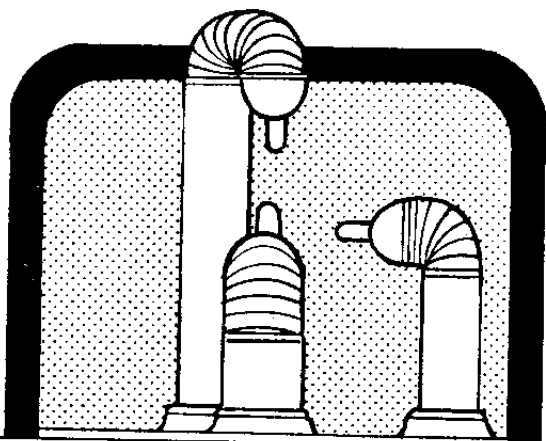


Instantly he disappears! You must have surprised the clone just as he was about to sabotage your beryllium laser!



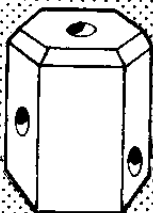
**Turn to page 56.**

The beryllium laser must be activated so you can launch the lasercraft. To activate the laser, you must insert these three laser rods into one beryllium crystal.

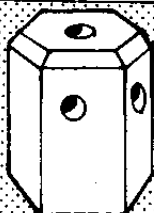


But there are two beryllium crystals. One must be the original crystal, and the other must be a fake crystal left behind by the clone.

The laser rods will fit into only one of the crystals. Which one do you use?



A



B

**Crystal A?**

**Turn to page 39.**

**Crystal B?**

**Turn to page 41.**

You concentrate your thoughts on the ESP Boost. Instantly a picture of what you will see one minute from now flashes into your mind.



It's Gresh's face! Either Gresh or the clones must be inside the building.

**Turn to page 66.**

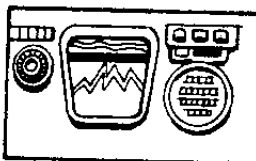
**58** You pilot your acrobot into the vortex. You're going in the right direction! You move faster and faster as you get closer to the center.



Your speed is so great that it carries you past Andromeda. You're up above the vortex.

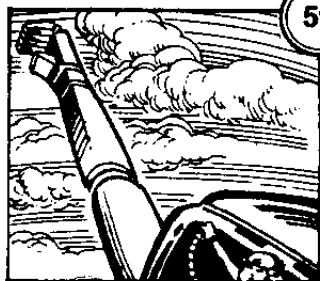


Below you, Andromeda is spinning slowly in the eye of the vortex. She's fighting its pull with her acrobot's thrusters. You make radio contact with her.



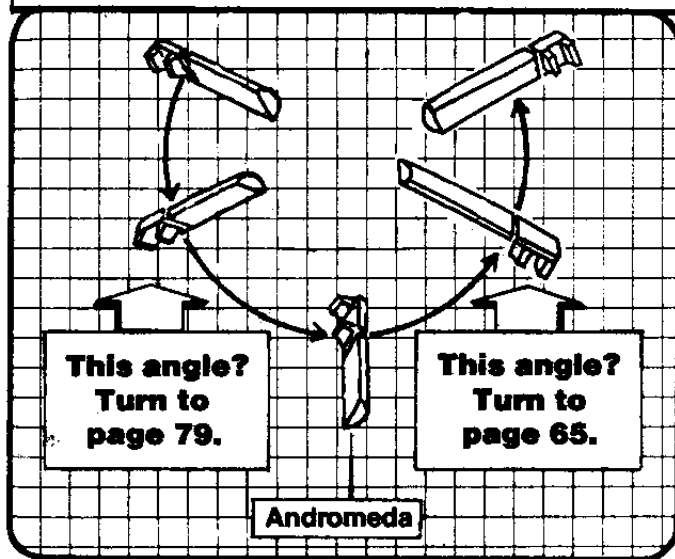
**Go on to the next page.**

"Tigerstar!" she says. "I can't fight the vortex much longer. My acrobot doesn't have enough thrust!"



If you can grab hold of her acrobot's wrist, you can add your acrobot's thrust to hers. Then you might be able to pull her out of the vortex.

Your computer plots Andromeda's spin. From which angle should you approach to get the best grip on the flat side of her acrobot's wrist?

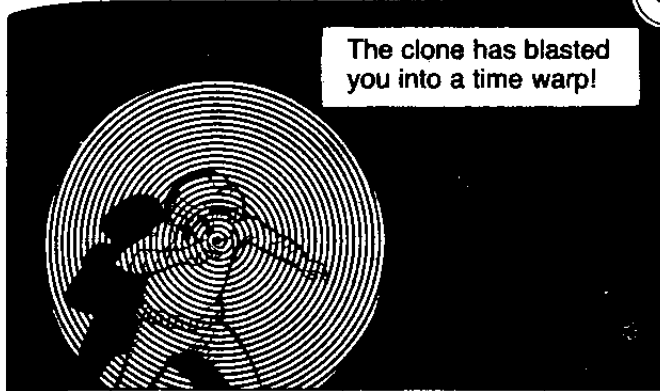


There's one of Gresh's clones in hiding, waiting for you to make a mistake.  
Before you can move, he fires a warp gun at you.

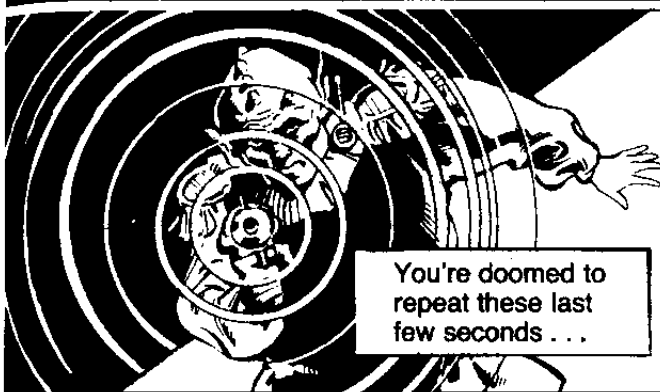


Direct hit!

Go on to the next page.



The clone has blasted you into a time warp!



You're doomed to repeat these last few seconds . . .

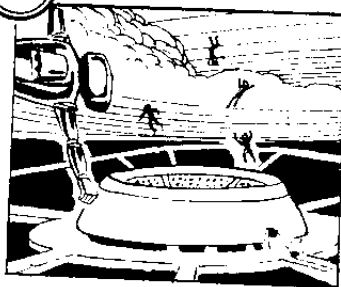


over and over again . . .

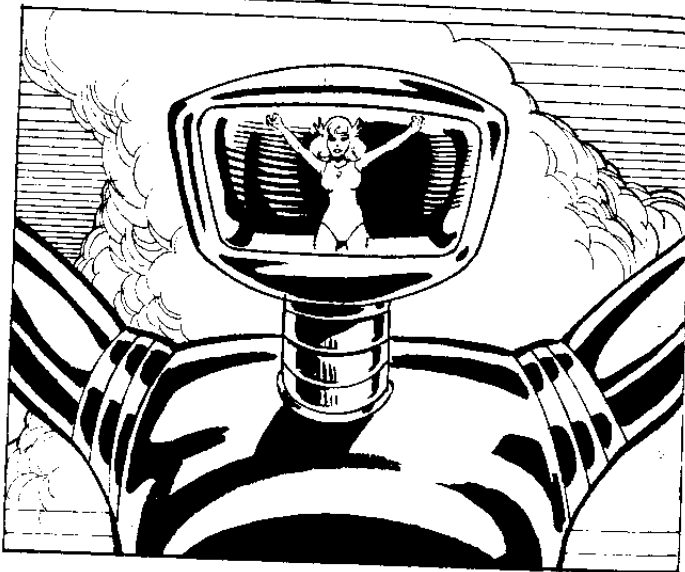
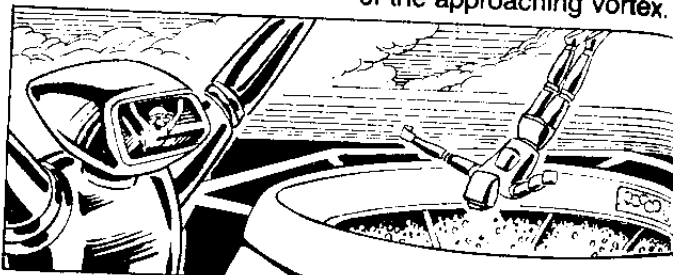
till

*The End*

of time!

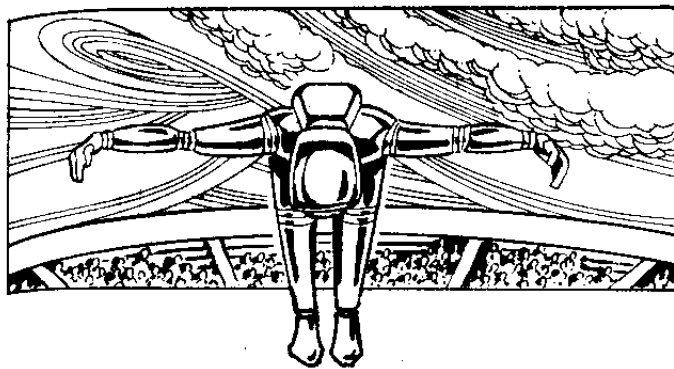


You spot the stadium and fly toward it. You can see Andromeda performing her acrobatics. You don't want to interrupt her performance, but your mission is to make sure that Andromeda finishes the Olympics safely. You wait until the last possible minute to warn her of the approaching vortex.

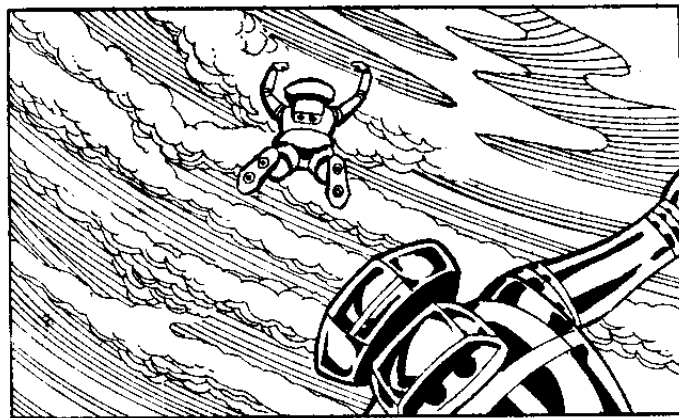


**Go on to the next page.**

Andromeda finishes her performance to thunderous applause from the spectators. At the same time, the vortex picks up speed unexpectedly.

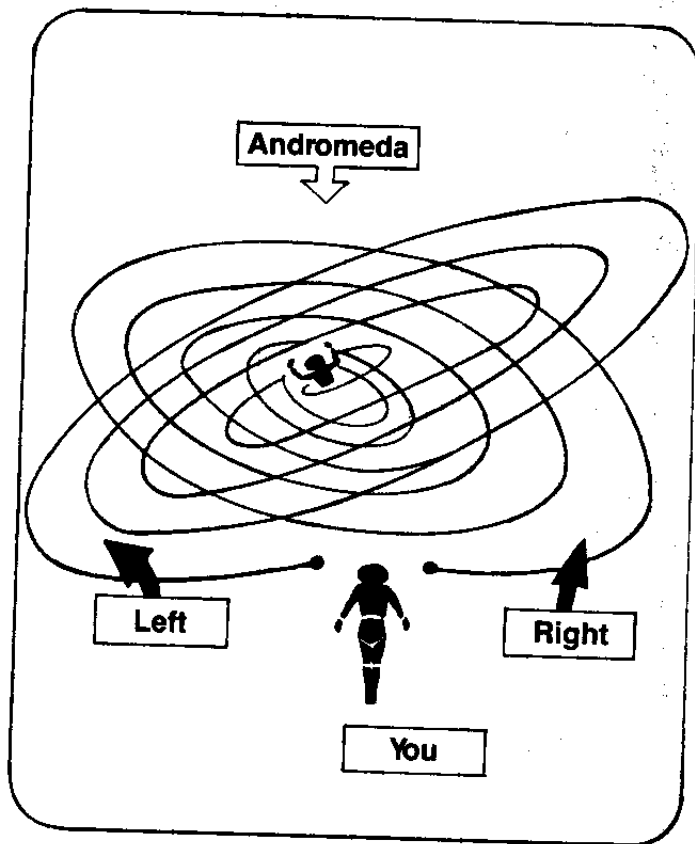


Before you can get to Andromeda, the vortex roars across the stadium! Andromeda, alone, is pulled into the vortex. You fight your way through the powerful winds surrounding the vortex. You follow Andromeda inside.



**Turn to page 64.**

Andromeda is being pulled into the center of the vortex. You must get to her. The computer shows that the vortex is made up of two different spiraling winds.

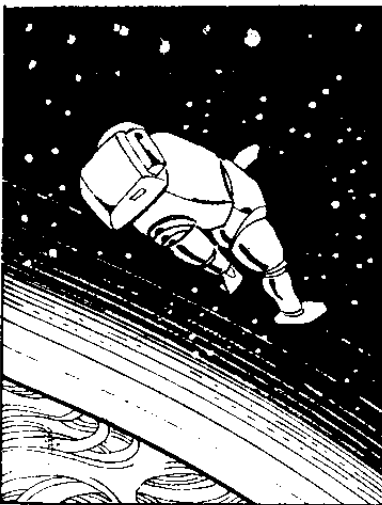


One of these spirals leads to Andromeda. The other spiral leads to a fierce, circling wind that may damage your acrobot. Which way do you go?

**To the left?**  
**Turn to page 58.**

**To the right?**  
**Turn to page 114.**

You opened your acrobot's hand too wide. You can't get a good grip on Andromeda's acrobot's wrist.

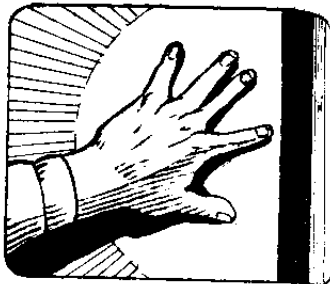


You twist the controls hard to keep away from the vortex.

But you twist them so hard that you jam the thrusters. You soar into the upper atmosphere of Akto-Jazen.

**Turn to page 40.**

The statue is right behind you. You find an unlocked door. You quietly slip into the building.



It was two of Gresh's clones that you saw with your helmet's secret feature. You can tell that they're clones by the special devices on their collars.



You can see that the statue is really a powerful android. The clones are operating it by remote control. Their controller was making the humming noise.



The clones see you, and before you can make a move, one of them escapes through a back door.

**Go on to the next page.**

The android smashes through the roof as the remaining clone speaks to you. "You must be the Interplanetary Spy Gresh warned us about. Our informants told us that one of the athletes was really a spy. Now we know that it's you."



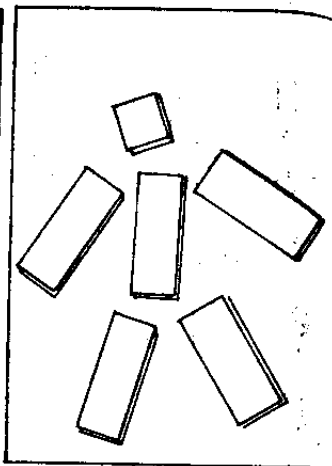
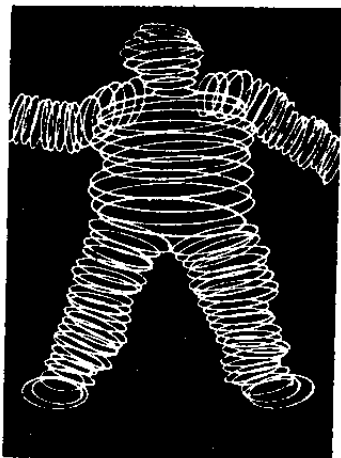
The clone links his fingers together near his collar, making some kind of hand signal. He disappears, but the android has been left behind to destroy you!



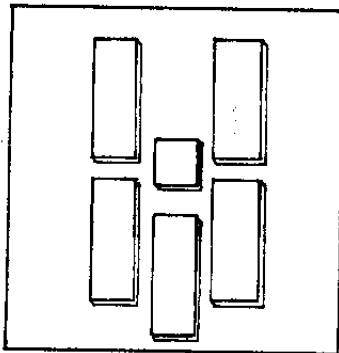
**Turn to page 68.**



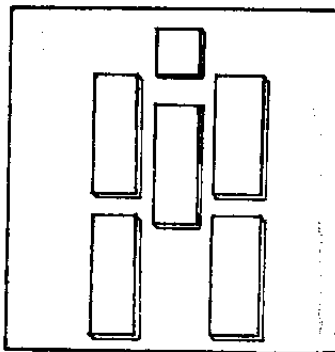
You see that the android can be operated by moving a set of control bars. When the control bars are moved, the android's body moves in the same way.



You must position the control bars to stop the android's attack.

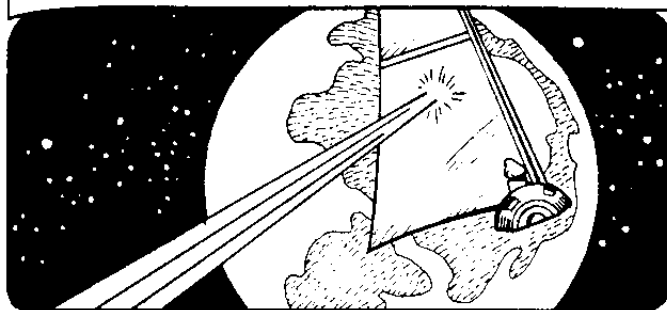


**This position?**  
**Turn to page 107.**



**This position?**  
**Turn to page 82.**

You tilt the sail down. The move works beautifully!  
Your lasercraft speeds away from the pack.



You and Andromeda touch down smoothly in the heart of the Boolean city. You're the first athletes to arrive on the planet.

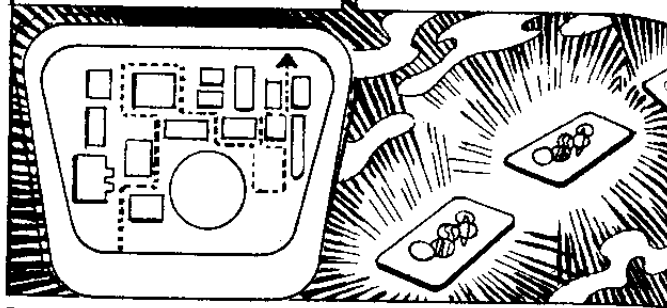


You hurry on to the Olympic marathon.

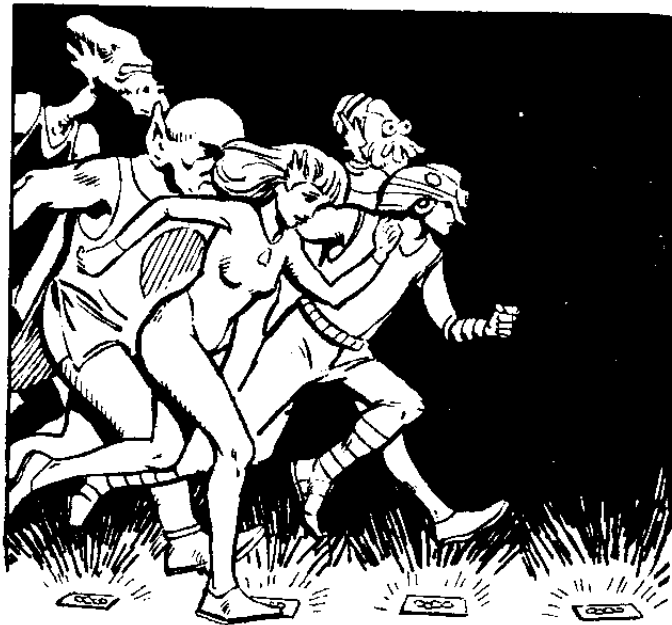
**Go on to the next page.**

The marathon is a footrace 36 kad-miles long. The course winds through the back streets of the Boolean city.

To show you the way, Olympic course markers have been embedded in the surface of the street.

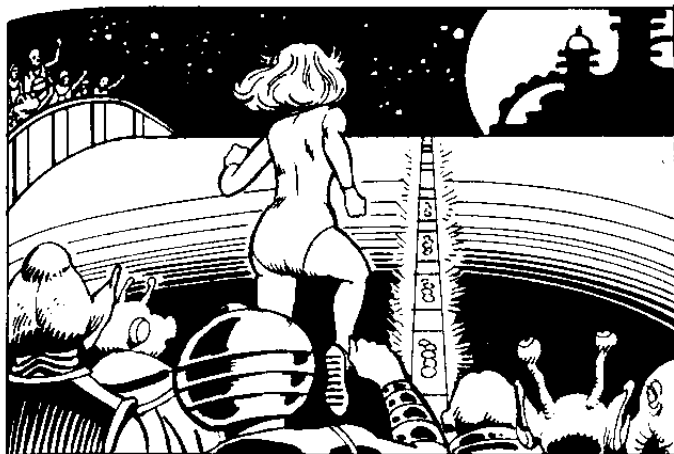


The athletes line up in the order of their arrival on Boolea. You and Andromeda are at the front. The starting signal is given. You're off!

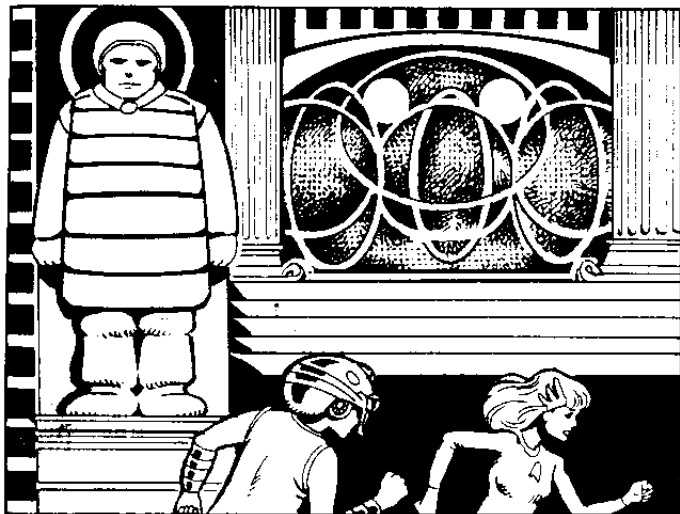


**Go on to the next page.**

Andromeda gets off to a good start, passing you and the other athletes easily. You race hard to keep up with her.

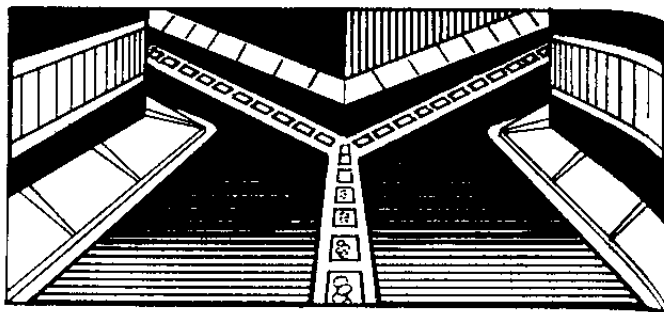


The course markers lead you past forgotten buildings and statues of the long-dead Booleans.

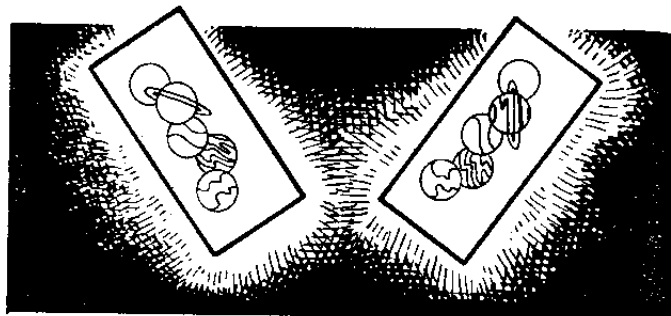


**Turn to page 72.**

You and Andromeda pull ahead of the other athletes. In front of you, the course markers branch off to form two paths. That's one path too many!



This must be one of Gresh's tricks. One set of course markers is fake.



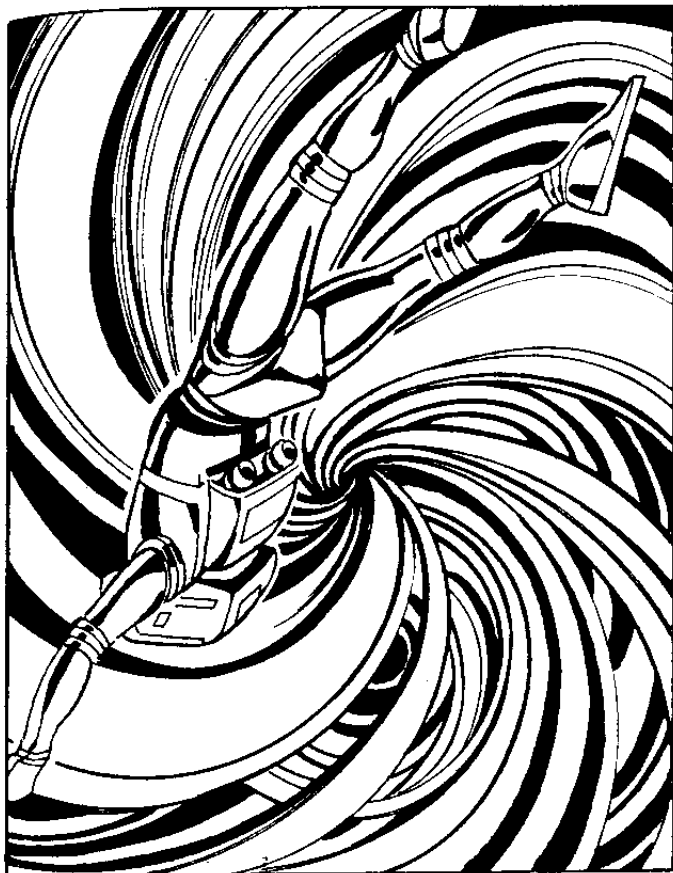
**Should you  
go this way?  
Turn to page 45.**



**Should you  
go this way?  
Turn to page 93.**



You're going the wrong way! Your acrobot is pulled right into the vortex. You try to pilot your way out, but the vortex's pull is too strong!

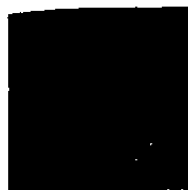


**Go on to the next page.**

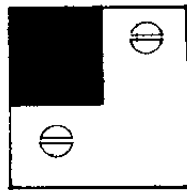
Your acrobot is  
ripped apart!



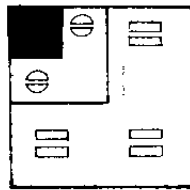
The acrobot's head is launched from the main body in four steps. The computer does the first three automatically.



**1 Seal Off  
Main  
Body**

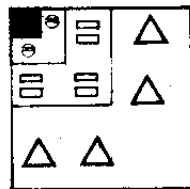


**2 Arm  
Head  
Rockets**



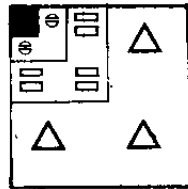
**3 Disconnect  
Head  
Mounts**

You must enter the final command. Follow the computer pattern and select the final command to launch your acrobot's head.



**Is this the  
final command?**

**Turn to page 86.**



**Is this the  
final command?**

**Turn to page 92.**

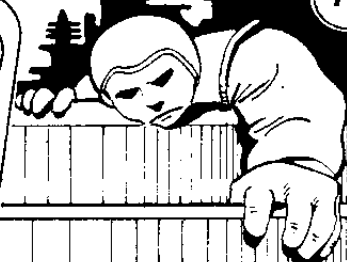
You selected the wrong place to land! The razor-sharp spikes slice into your craft, and your fuel tanks begin to leak.



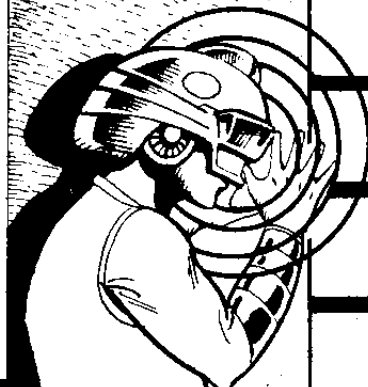
The rocket fuel explodes. This mission is over!



You run through the passageway. But now the statue is climbing over the rooftops. You have to get away.



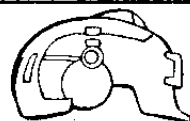
You hear something strange: a humming noise. It's coming from what should be an empty building.



You decide to use your helmet's secret feature to find out what's inside the building. The humming noise may have something to do with the statue.



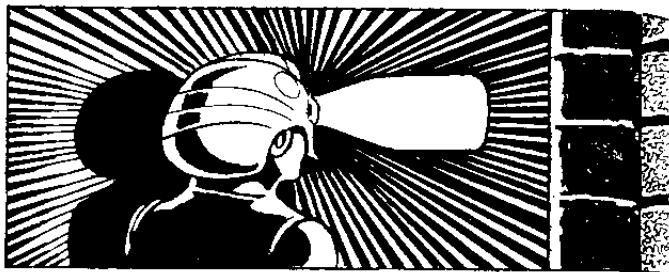
**If you can use the X-ray Scope, turn to page 78.**



**If you can use the ESP Boost, turn to page 57.**

If you don't remember which feature is yours, check page 12.

You move closer to the building. You focus your eyes on the wall to trigger the X-ray Scope.



Instantly a picture flashes before your eyes. What is it?



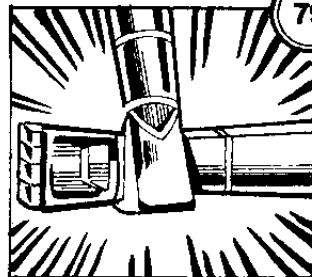
**Is it an old Boolean fountain?**

**Turn to page 51.**

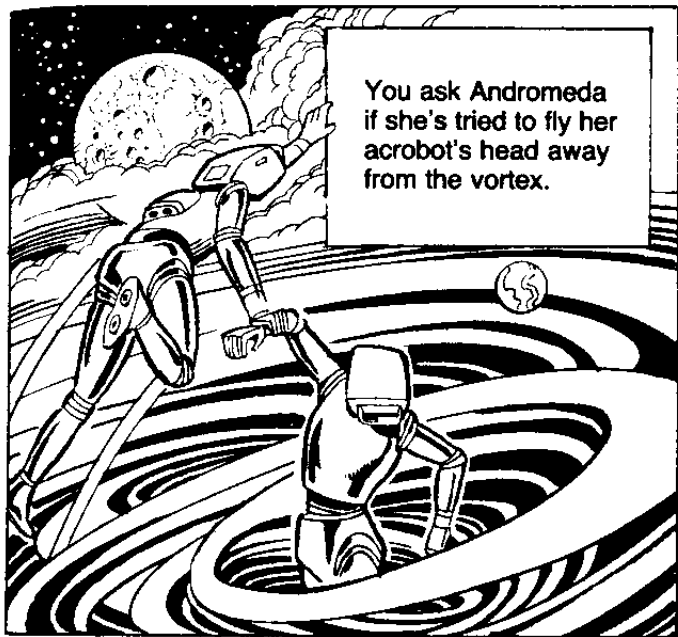
**Is it Gresh or one of the clones?**

**Turn to page 66.**

It works! You hold her wrist tightly and add your thrust to hers. You are able to stop her from sinking into the vortex, but you don't have quite enough thrust to pull her out.



You ask Andromeda if she's tried to fly her acrobot's head away from the vortex.

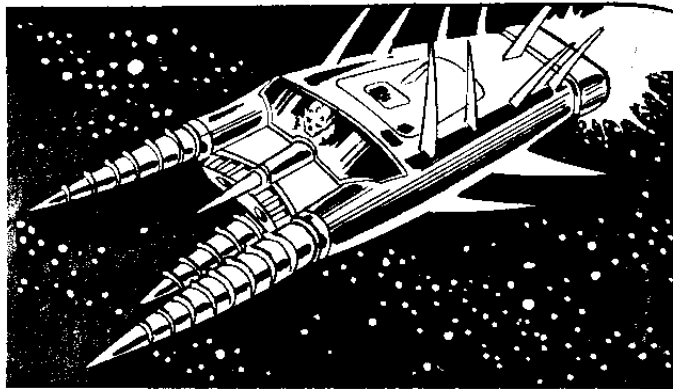


"I tried," she says, "but the head wouldn't separate from the main body of the acrobot. I think my computer's been sabotaged!"

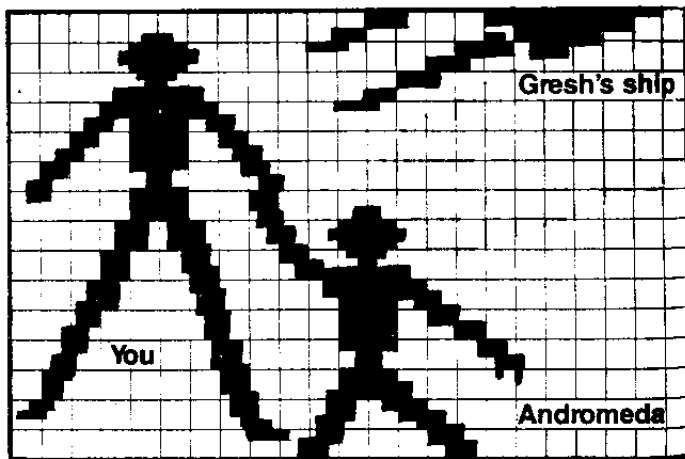


**Go on to the next page.**

You see a strange craft in the distance, and a voice hisses from your radio, "I've come myself this time, Spy. You've interfered with my plans for the last time."



You quickly scan the craft. Gresh is piloting a ramming ship, and it's coming straight at you!



**Go on to the next page.**

Within seconds, Gresh and his ramming ship will tear your acrobot apart—unless you can fly your acrobot's head away from the main body.



You can leave the acrobot's thrusters behind to keep Andromeda out of the vortex, but you must act quickly.



**Turn to page 75.**

It worked! The android stands quietly—like any other statue in the Boolean city.

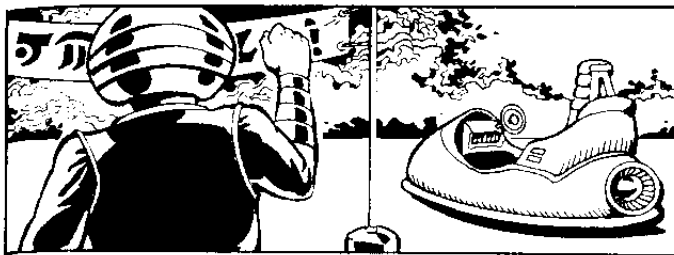


You find your way back to the course. You run quickly to catch up with Andromeda and the other athletes. They must be far ahead of you by now.

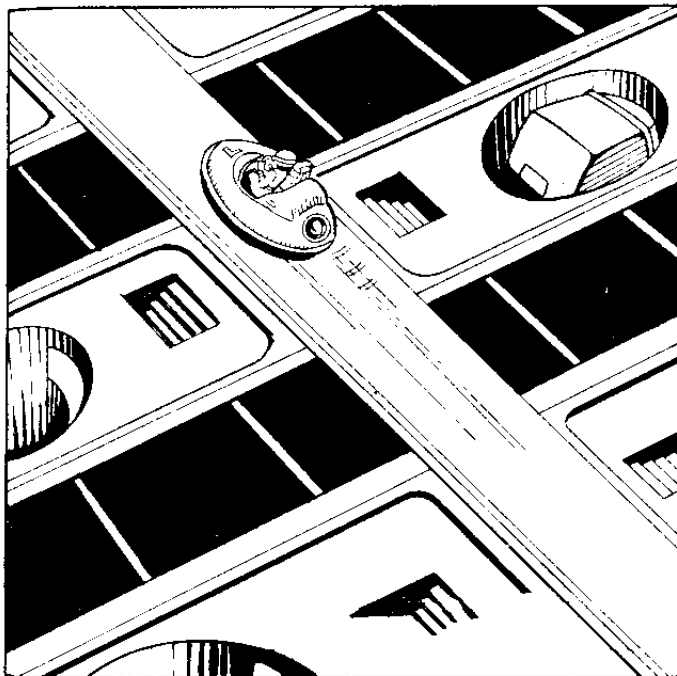


**Go on to the next page.**

You're the last runner to cross the finish line. There's no sign of the other clone, and Andromeda has already moved on to the next event.

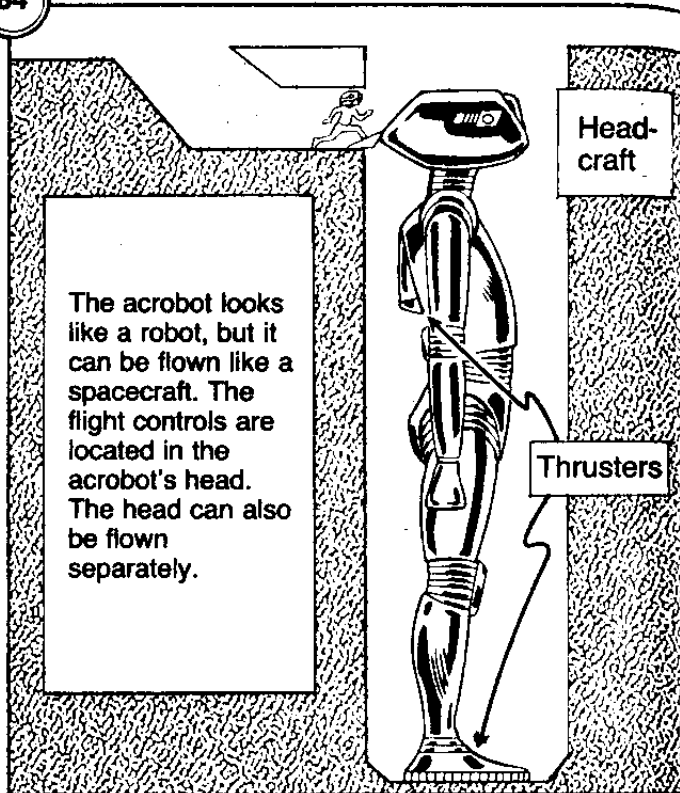


You jump into a waiting hovercraft, which takes you to the acrobot you will use in the next event.

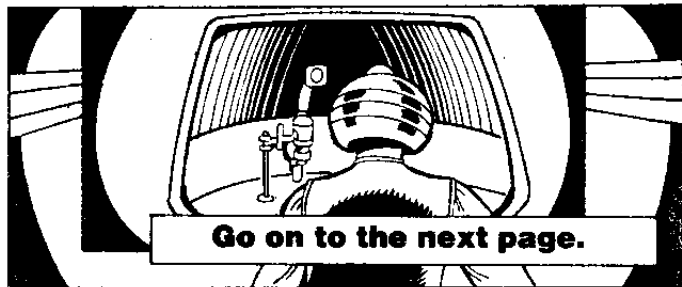


**Go on to the next page.**

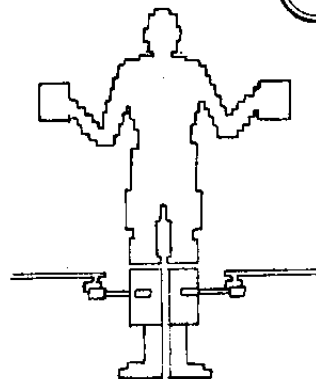




Andromeda and the other athletes are already piloting their acrobots to the fourth planet, Akto-Jazen. You quickly enter your acrobot's head.



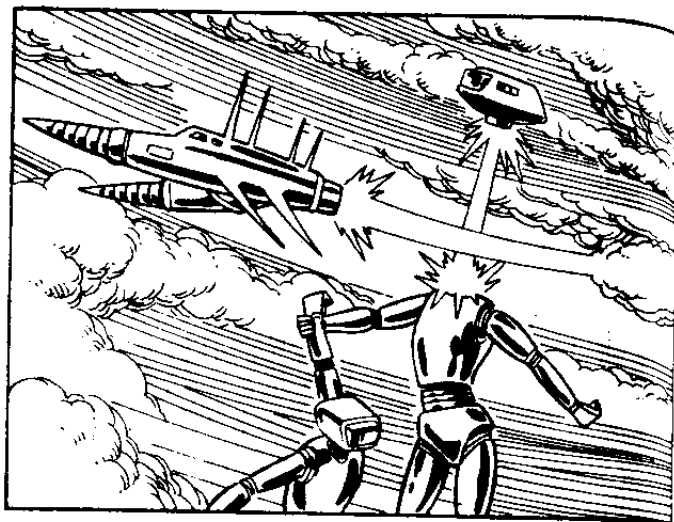
To fly the acrobot, you must fit your hands and legs into the flight controls. The flight controls contain sensors that will signal the acrobot's body to move exactly as you do.



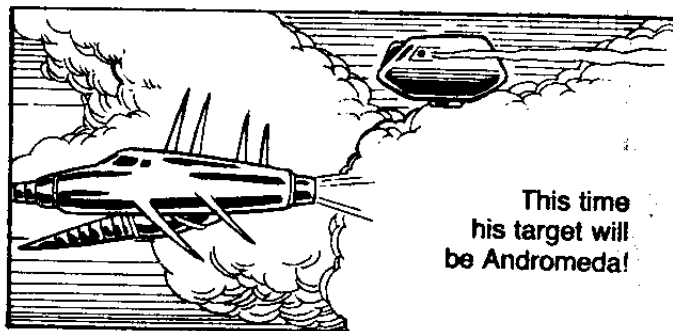
The flight controls are designed to fit human and Frexian body shapes. But they can also be used by other athletes with different body shapes. Select the set of controls on this computer field that fits your body shape.

Hands	Hands
<div data-bbox="798 705 1050 725">● ● ● ● ● ● ● ●</div> <div data-bbox="805 783 1043 989"> <div data-bbox="805 783 906 989"></div> <div data-bbox="951 783 1043 989"></div> </div> <div data-bbox="805 1040 1058 1060">● ● ● ● ● ● ● ●</div> <div data-bbox="891 1072 951 1098">Feet</div> <div data-bbox="790 1130 1055 1201"> <p><b>This set?</b> <b>Turn to page 48.</b></p> </div>	<div data-bbox="1135 705 1406 725">● ● ● ● ● ● ● ●</div> <div data-bbox="1139 783 1384 989"> <div data-bbox="1139 783 1240 989"></div> <div data-bbox="1277 783 1384 989"></div> </div> <div data-bbox="1124 1040 1399 1060">● ● ● ● ● ● ● ●</div> <div data-bbox="1236 1072 1295 1098">Feet</div> <div data-bbox="1154 1130 1399 1201"> <p><b>This set?</b> <b>Turn to page 6.</b></p> </div>

You entered the correct command! Your acrobat's head is launched from the main body.



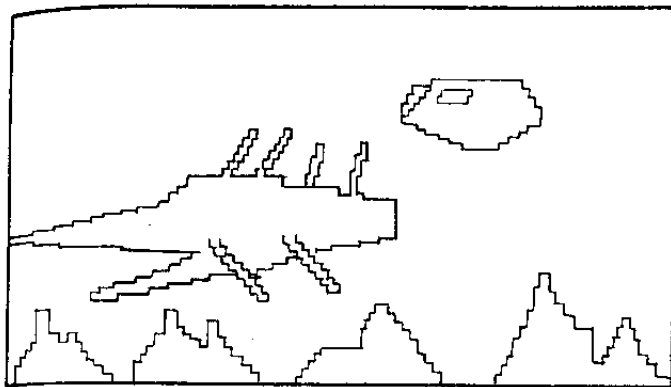
You pilot your headcraft behind Gresh's ramming ship. He doesn't seem to know where you are! You follow him as he turns to make another run.



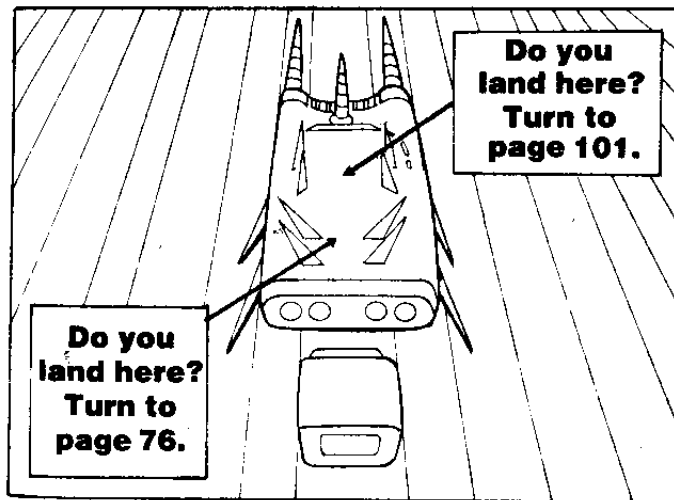
This time  
his target will  
be Andromeda!

**Go on to the next page.**

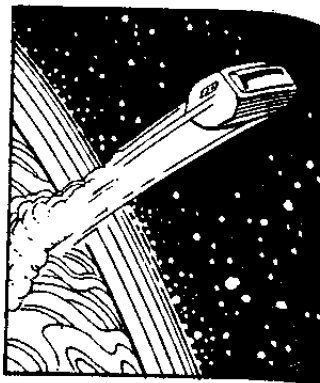
If you can land your headcraft on the back of Gresh's ship, you might be able to force it down to the planet's surface. You must avoid the razor-sharp spikes protecting Gresh's ship.



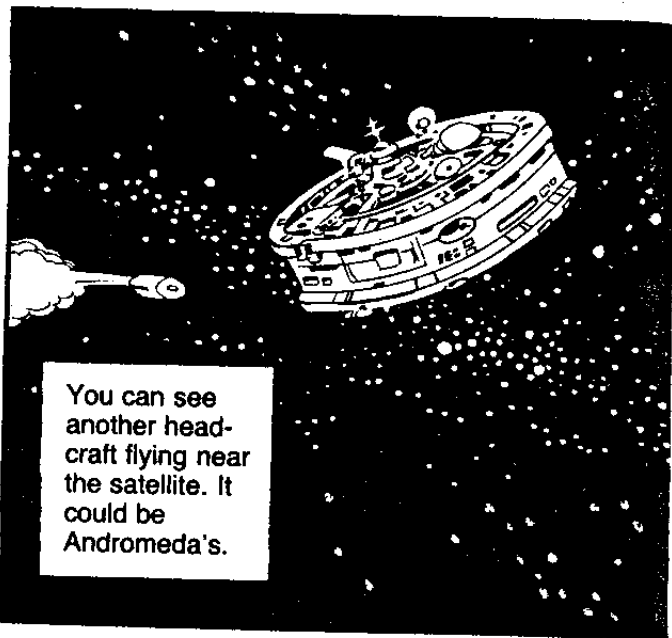
Your computer readout shows two places on the back of Gresh's ship where you can land your headcraft. Select the place where you can land safely between the spikes.



You picked the upright gyroscope position. Your headcraft is stabilized. You speed after Andromeda and Gresh.



You make it halfway to Vikalpa. In the distance you see the Galactic Communications Satellite. News of the Olympics is broadcast from this satellite to every planet in the galaxy.



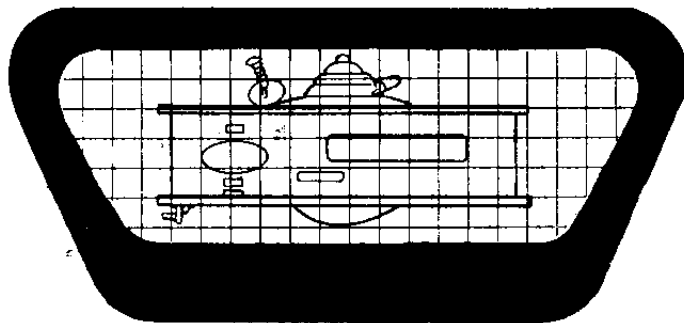
You can see another headcraft flying near the satellite. It could be Andromeda's.

**Go on to the next page.**

Before you can signal the other headcraft, a beam pulls it down to the satellite below.



Your computer scans the satellite. The headcraft was pulled down by a Sharnian tractor beam! Gresh and his clones have taken over the satellite.



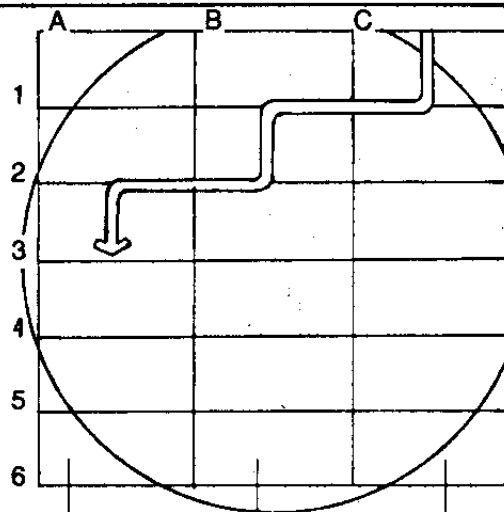
**Go on to the next page.**

The readout shows that there are three tractor beams in each of six zones. The tractor beams are activated in a regular pattern.

Tractor beam pattern:

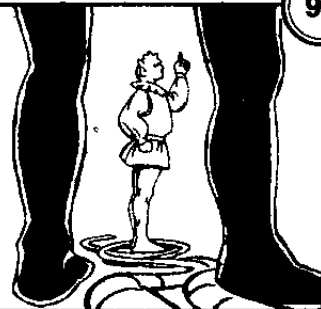
1—AB 2—AC 3—BC 4—AC 5—AB 6—AC

You must pilot your headcraft around the tractor beams to land safely on the satellite.



<b>Will you land here?</b>	<b>Will you land here?</b>	<b>Will you land here?</b>
<b>Turn to page 96.</b>	<b>Turn to page 108.</b>	<b>Turn to page 47.</b>

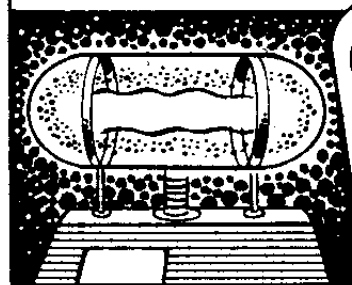
You pulled the wrong cable. Gresh activates the antimatter bomb!



Gresh escapes into a waiting starship, but the clones are left behind. You're not going anywhere.

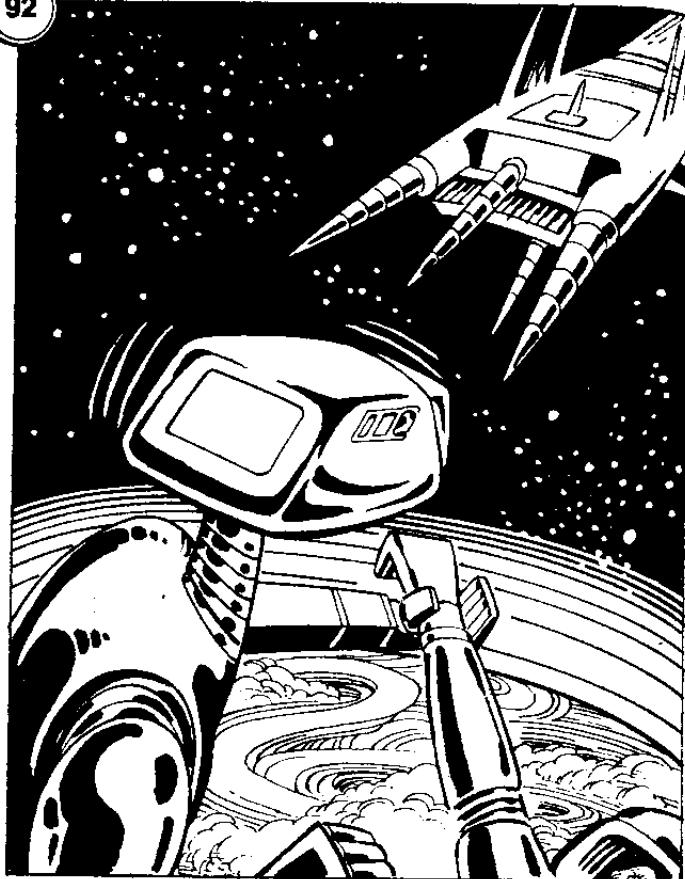


The bomb will explode in 10 seconds!

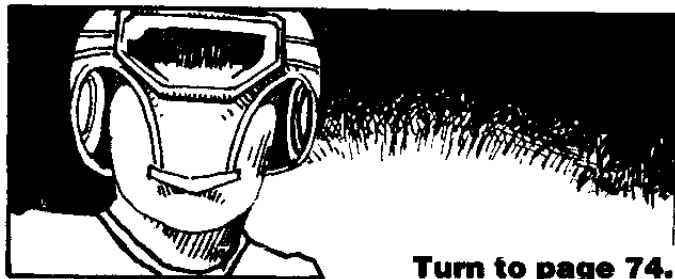


9...8...7...  
6...5...4...  
3...2...

Turn to [page 100](#)

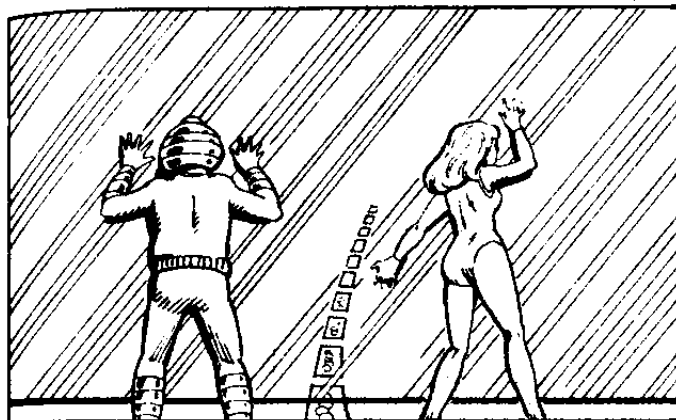


You enter the command. Nothing happens! It may not have been the final command.

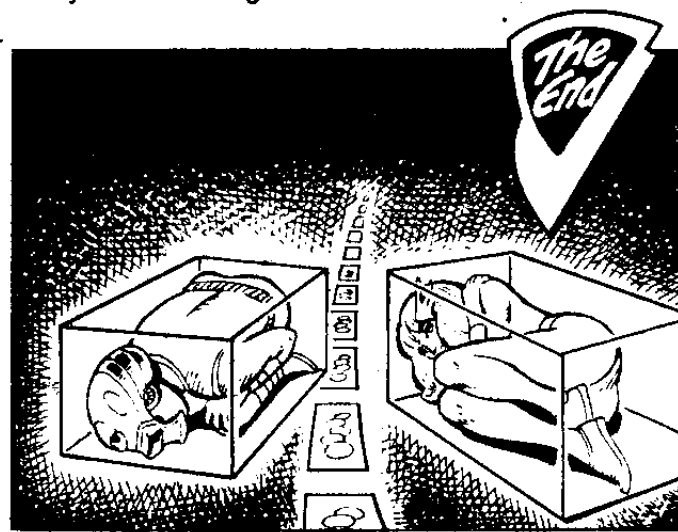


**Turn to page 74.**

You decide to go to the right. You move quickly to make up for lost time. But you run straight into a force field. The course markers you followed were fake ones planted by Gresh.



You discover that the force field is just one wall of an invisible box. You can hardly breathe in it. The box shrinks until you can no longer move.



You did it! Gresh tumbles to the floor before he can activate the antimatter bomb.



In a rage, he turns and points at you. "Get the Spy!" he bellows.



**Go on to the next page.**

The clones spin around to attack you. You must stop them, or Gresh will be able to carry out his plan to destroy Andromeda and the other athletes.



You realize that the clones on Boolea and Vecto raised their hands up to their special collars just before they disappeared. Your helmet recorder instantly replays the scene.



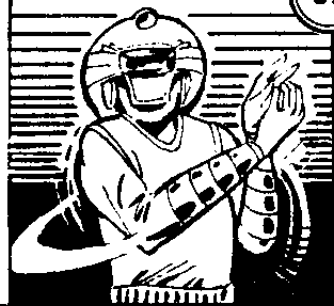
**Turn to page 115.**

Look out! You are spotted by a fast-moving robot salvage craft that just happened to be in this sector.

Before you can complete your mission, you and your vessel will be dumped in an Interplanetary Junkyard!



You link your fingers together and hold up your hands, palms out.



You spin around quickly to signal the collar on every clone in the broadcast room.



It works! One by one, every clone disappears. Atom by atom, they vanish into thin air.



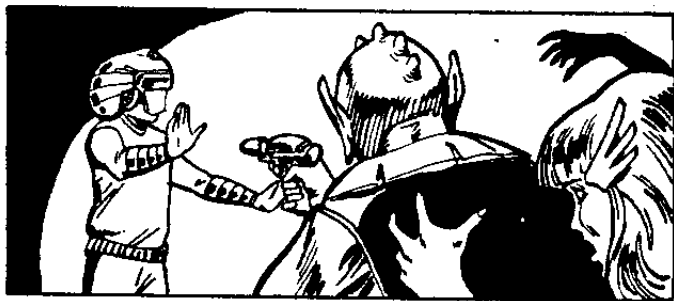
Including the clones that were guarding Andromeda!

**Turn to page 98.**

But Gresh doesn't disappear. He jumps up from the floor and activates the antimatter bomb. "You have three minutes to live," he says.



Andromeda is right behind Gresh, in a good position to strike at him. She could get to him, if he doesn't see her first. To get his attention you call out, "Gresh, don't move!"



Gresh swings around to face you. He has a blaster! He's about to squeeze the trigger . . .

**Go on to the next page.**

Andromeda leaps at Gresh. She tackles him to the floor!



You and Andromeda use the broadcast cables to tie Gresh up. Andromeda stands guard over the fallen master spy, but his antimatter bomb will explode in less than three minutes.

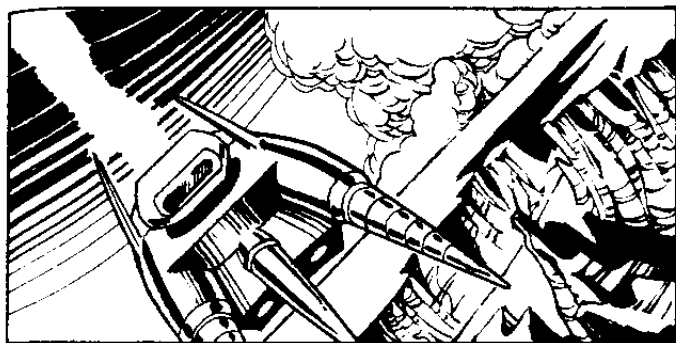
**Turn to page 116.**



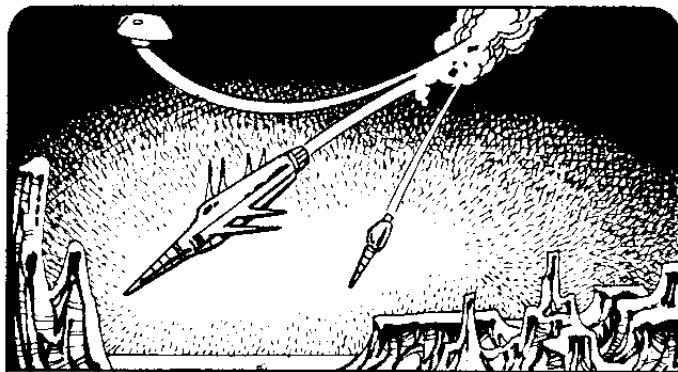
The antimatter bomb explodes with a tremendous roar! The satellite collapses into nothing. Unfortunately, you're inside the satellite.



You fit between the spikes and land your headcraft safely on the back of Gresh's ship. You fire your overhead rockets.

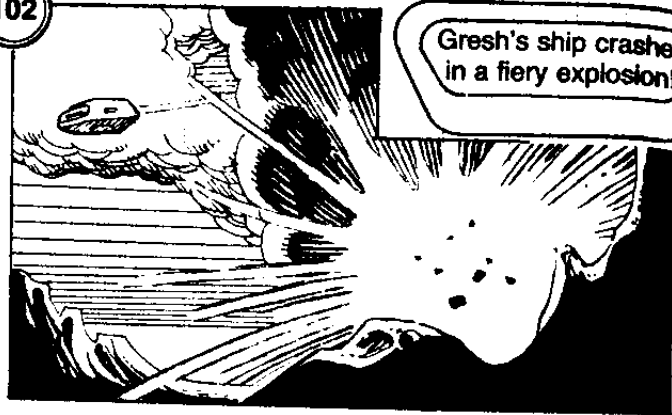


In seconds Gresh will be forced down to the planet's surface.



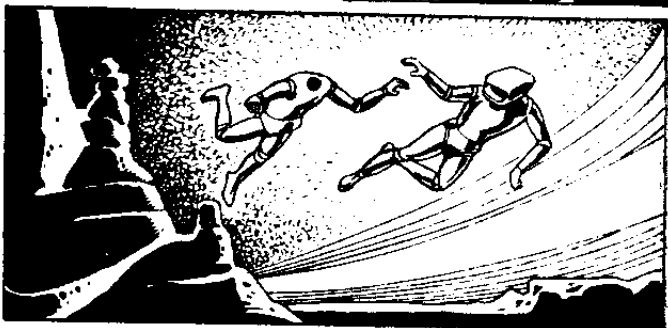
As you pilot your headcraft away, you can see a piece of Gresh's ramming ship falling away. The ship seems to be coming apart!

**Turn to page 102.**



Gresh's ship crashes in a fiery explosion!

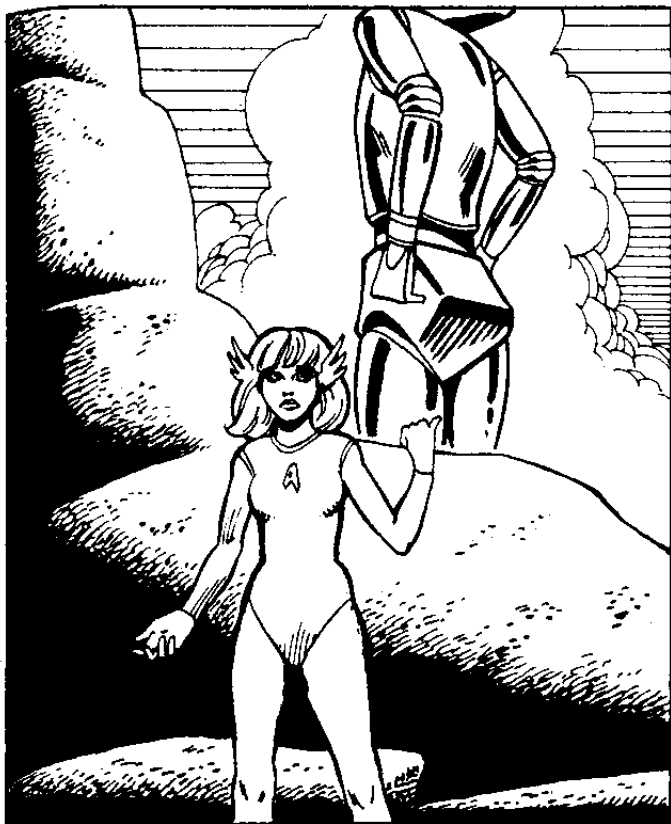
You land your craft and survey the twisted, burning metal.



In the distance you see Andromeda's acrobat clearly. She's OK! The vortex controls were destroyed along with Gresh's ship.

**Go on to the next page.**

Andromeda sees you and lands her acrobot. She quickly climbs down from the headcraft.



"Tigerstar," she says, "I checked in with the other athletes by radio. They think that the vortex was just a freak storm. But they didn't see that ramming ship. I want to continue the Olympics, but you must tell me what's going on."

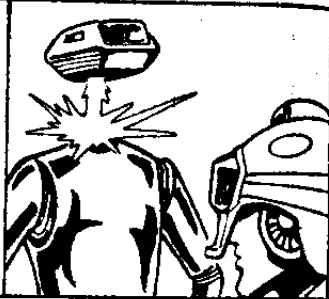
There's only one more event—the headcraft race to the planet Vikalpa. You're not supposed to tell Andromeda about Gresh's threats against her. But if you don't, she may not finish the Olympics.

**Go on to the next page.**

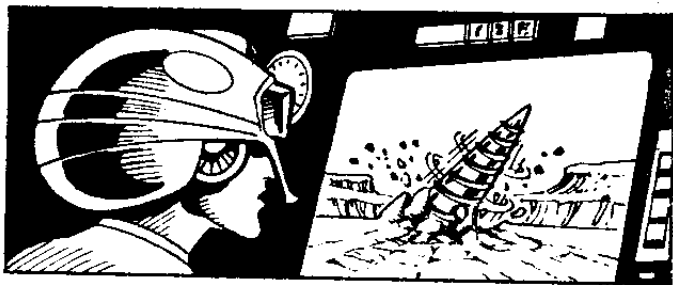
You rewind your helmet's recorder, place the helmet on Andromeda's head, and set the recorder on fast forward. Within seconds, Andromeda sees the helmet's recording of your mission. She learns of Gresh's attacks on her and the Olympics.



When the recording is finished, Andromeda hands you back your helmet. "I will fly the race to Vikalpa!" she says. She quickly repairs her sabotaged acrobot and launches her headcraft.



You're about to follow Andromeda in your own headcraft when you spot something moving near the wreckage of Gresh's ship.

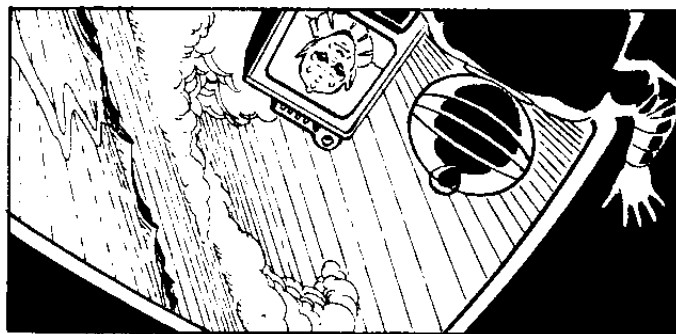


**Go on to the next page.**

Gresh! He's piloting the piece of his ramming ship that had fallen away! You steer your headcraft away as the screwlike piece streaks into the air.



It slams into your headcraft, sending it into a wild spin. As you try to stabilize, Gresh appears on your screen.

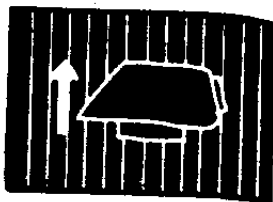


"Goodbye, Spy!" he says. "And thank you for convincing Andromeda to continue. In a short time my clones will intercept her. She'll never make it to Vikalpa!"

**Go on to the next page.**

Your computer gives you a damage report.

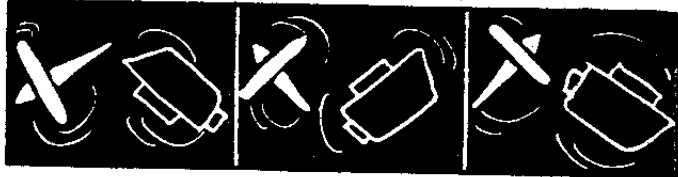
An on-dashboard gyroscope usually keeps your craft in an upright position.



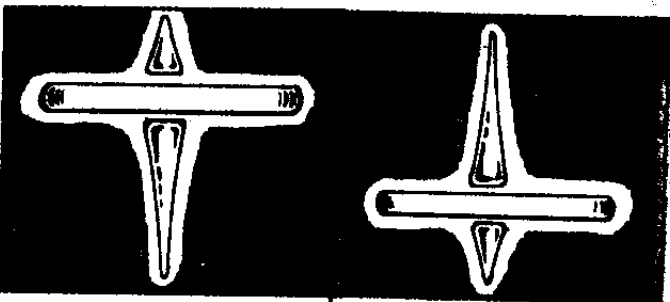
But the collision with Gresh's ramship has caused the gyroscope to spin wildly.



As the gyroscope spins, your craft spins with it.



To stabilize your craft you must return the gyroscope to its normal, upright position.



**Is this the upright position?**  
Turn to page 114.

**Is this the upright position?**  
Turn to page 88.

The android tries to twist itself into the same position as the control bars you've set. But it's impossible.

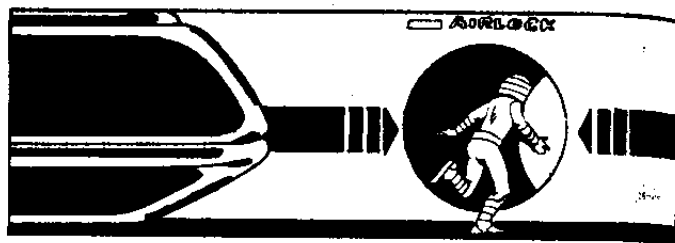
The android's circuits begin to overload! It smashes wildly through the building.

You're trapped in the rubble. It may take days to get out.

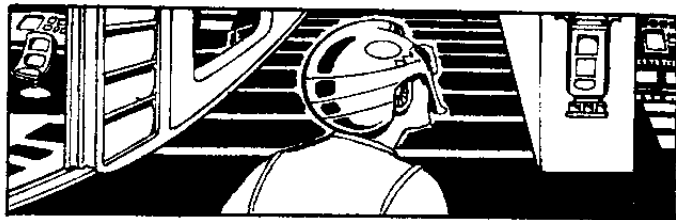


**The End**

You make it past the tractor beams and land safely. You leave your headcraft and enter the satellite through an unguarded airlock.



You search for Andromeda, moving closer to the main broadcast area. You turn a corner, then pull back quickly.



You've found the top Olympic athletes—and the satellite's crew. They've been captured! There are clone guards everywhere. You have to be careful.

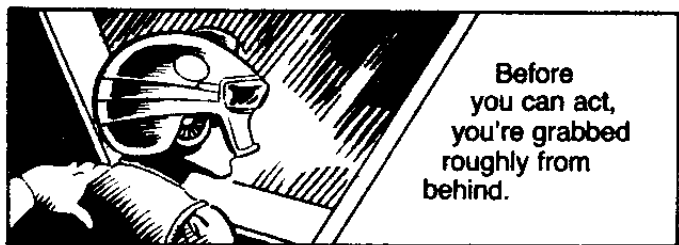


**Go on to the next page.**

You sneak past the clone guards. At the end of a long hallway, you peer through a thick glass window into one of the broadcast rooms.



Andromeda is in the broadcast room—and so is Gresh! A circle of clones guards Andromeda as Gresh prepares to broadcast a message to the entire galaxy.



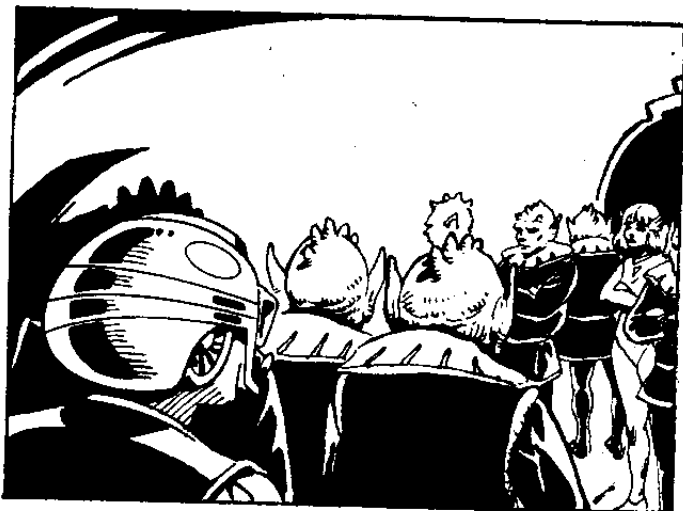
Before you can act, you're grabbed roughly from behind.

**Turn to page 110.**

You've been captured! "Keep your mouth shut," says one of the clones, as they drag you into the broadcast room.



In the broadcast room, you're surrounded by clones. Andromeda sees you, but there's nothing she can do.



**Go on to the next page.**

You stand by helplessly as Gresh snarls a message that is broadcast to the entire galaxy. "These Olympics are nothing but an insult to my planet," he says.



"But I will teach the so-called civilized worlds a lesson. I will soon activate this bomb. It will generate and release a slab of deadly antimatter.



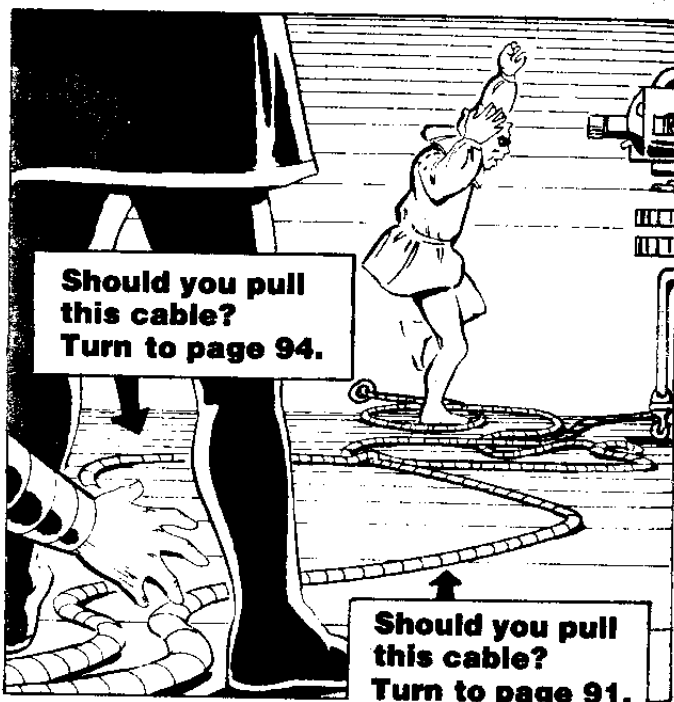
"When the antimatter is released, it will destroy everything in a 10-kad-mile radius. Your best athletes are my prisoners, and they are doomed!"

**Go on to the next page.**

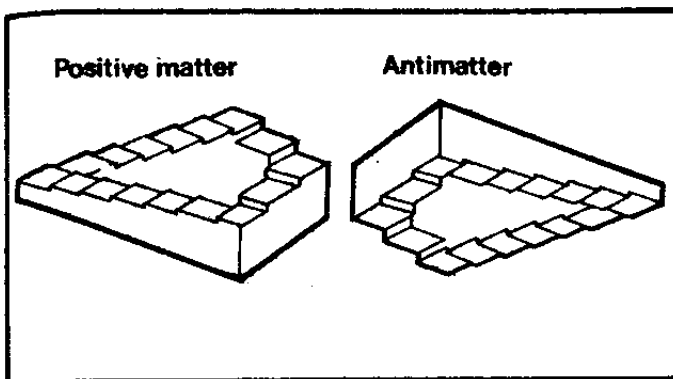
"Once I press this button," he says, "nothing can stop this bomb."



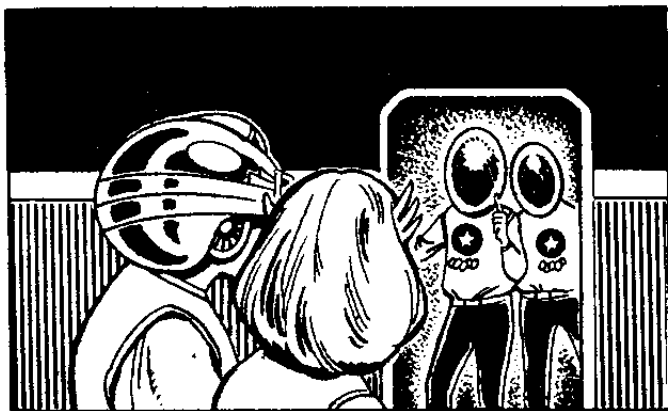
As Gresh prepares to press the button, you notice that one of the broadcast cables is looped around on the floor right where he's standing. If you can give the cable a hard yank, you might be able to pull Gresh off his feet.



The bomb's chamber glows brightly as the positive matter takes shape. It's a different color, but exactly the same shape as the antimatter!



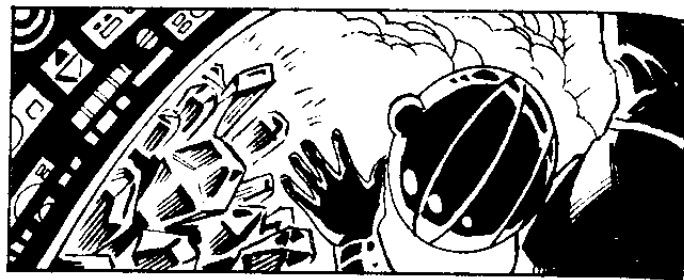
The entire satellite vibrates as bit by bit the positive matter deactivates the deadly antimatter. You did it!



When the last bit of antimatter has faded away, two Olympic Security police enter the room.

**Turn to page 119.**

Out of control, your vessel is thrown to the planet's surface.



You crawl from the wreckage, but you're not alone. The crash has attracted some of the local animal life. You've dropped in just in time for dinner. Their dinner!



When the clones link their fingers together, they are making a hand signal that activates the special device on the collars they wear. The collars dematerialize the clones!



If you can make the same hand signal with your hands, you may be able to activate the special device to dematerialize the clones.

What does the hand signal look like if you are looking at your own hands when you look at it?



**Is this  
the  
hand  
signal?**

**Turn to  
page 60.**



**Is this  
the  
hand  
signal?**

**Turn to  
page 97.**

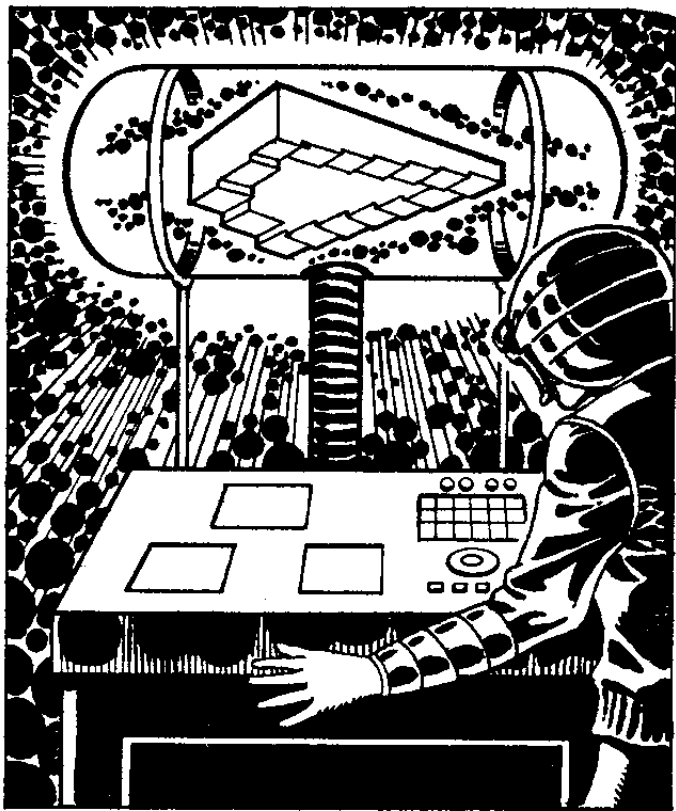


**Is this  
the  
hand  
signal?**

**Turn to  
page 118.**



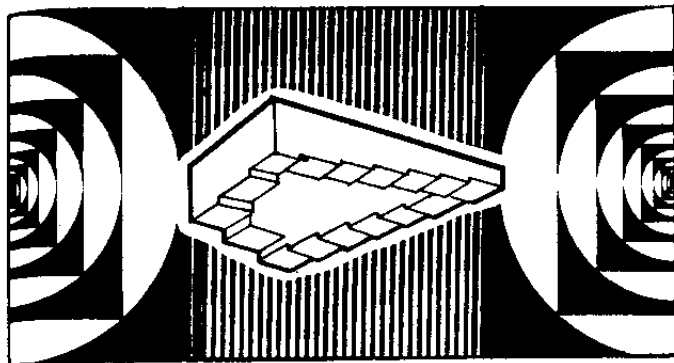
The antimatter is already forming in the bomb's chamber. Two minutes from now, the bomb's chamber will open, and the antimatter will be released.



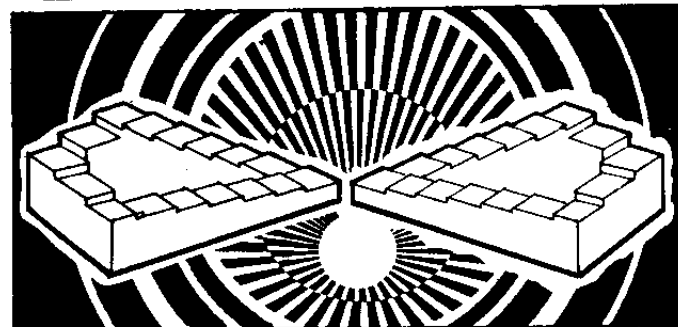
When the antimatter comes into contact with positive matter, it will explode. To deactivate the antimatter, you must generate a slab of positive matter that is exactly the same shape as the antimatter.

**Go on to the next page.**

You must program the bomb to generate the positive matter.



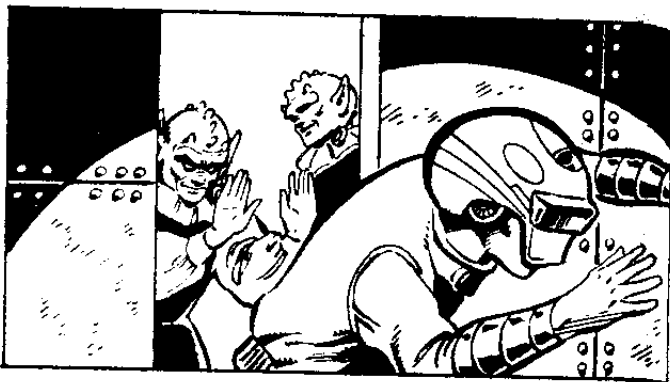
The computer readout shows two designs. They're similar, but one is an exact reverse shape of the antimatter. Select the design that is the same shape as the antimatter, and lock it in.



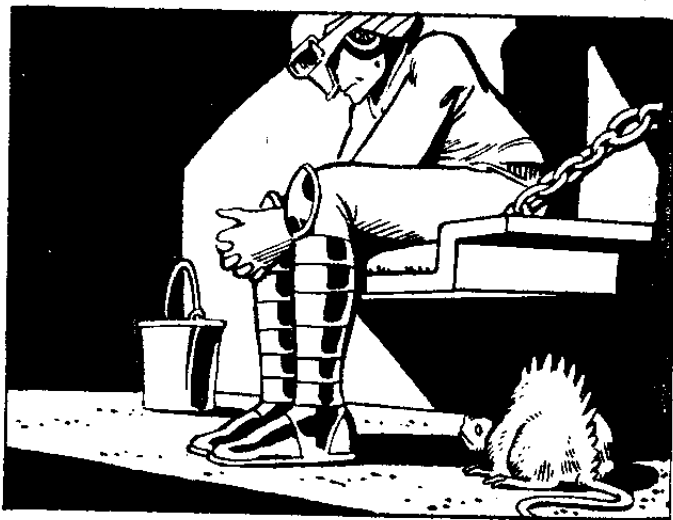
**Is this the same shape as the antimatter?**  
**Turn to page 100.**

**Is this the same shape as the antimatter?**  
**Turn to page 113.**

The clones drag you away from the broadcast room. They lock you into an empty storage area.



There's nothing you can do but wait for the antimatter bomb to explode.



Turn to page 100.

The security police have captured the rest of the clones. The Olympic athletes are free!



You and Andromeda hand Gresh over to the head of Olympic Security. "Gresh will stand trial for his crimes," he says. "And the government of Sharn has offered to sign a peace treaty with Andromeda's world to make amends for what Gresh has done."



Go on to the next page.

As Gresh is led away, members of the Olympic Council arrive in the broadcast room.



"The whole galaxy saw how you risked your lives to save the Olympics," the Council president says. "Proof of your bravery was broadcast to every civilized world. We have decided to award both of you the title Champion of the Galaxy!"



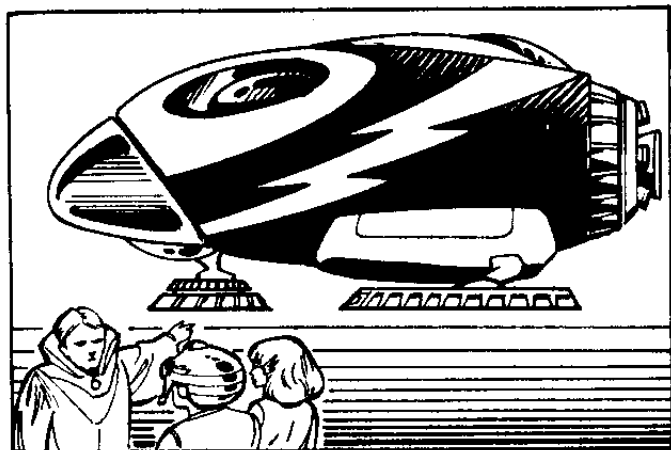
You thank him, but you tell him that you can't accept the award. "Andromeda is the one true champion," you say. "Even though her life was in danger, she was determined to finish the Olympics."

**Go on to the next page.**



The other Olympic athletes congratulate you and Andromeda. Then the Olympic director calls you aside. You follow him to a space hangar. He shows you an Olympic starcruiser.

"You've done a good job, Tigerstar," he says. "Use this ship to return Andromeda to her home world. The Nezzians have planned a great celebration for both of you. You are both true Champions of the Galaxy!"



You and Andromeda board the starcruiser. You beam the recording of your mission to Spy Center for their data files and set a course for Nez. Your mission is a success!

